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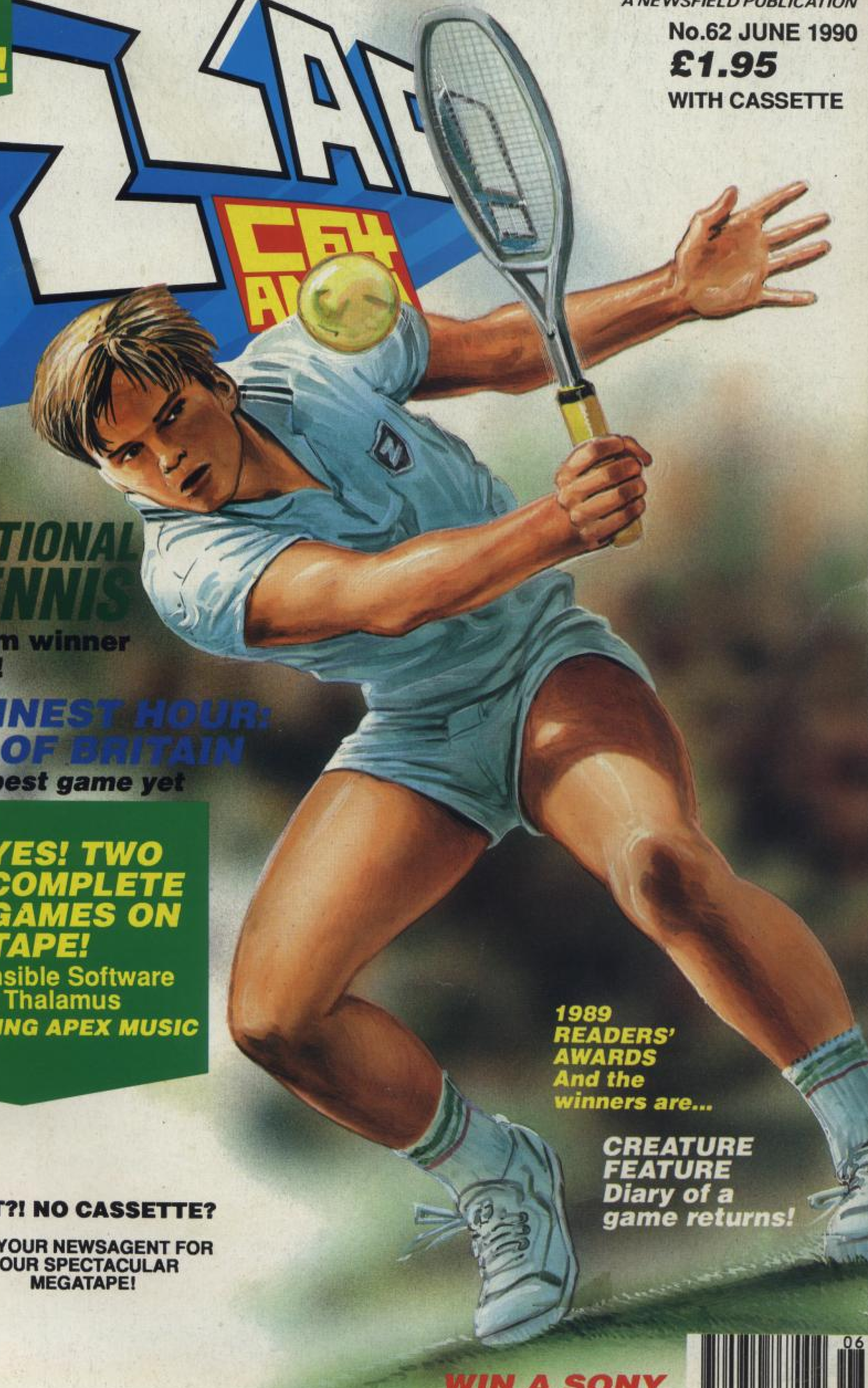
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No.62 JUNE 1990

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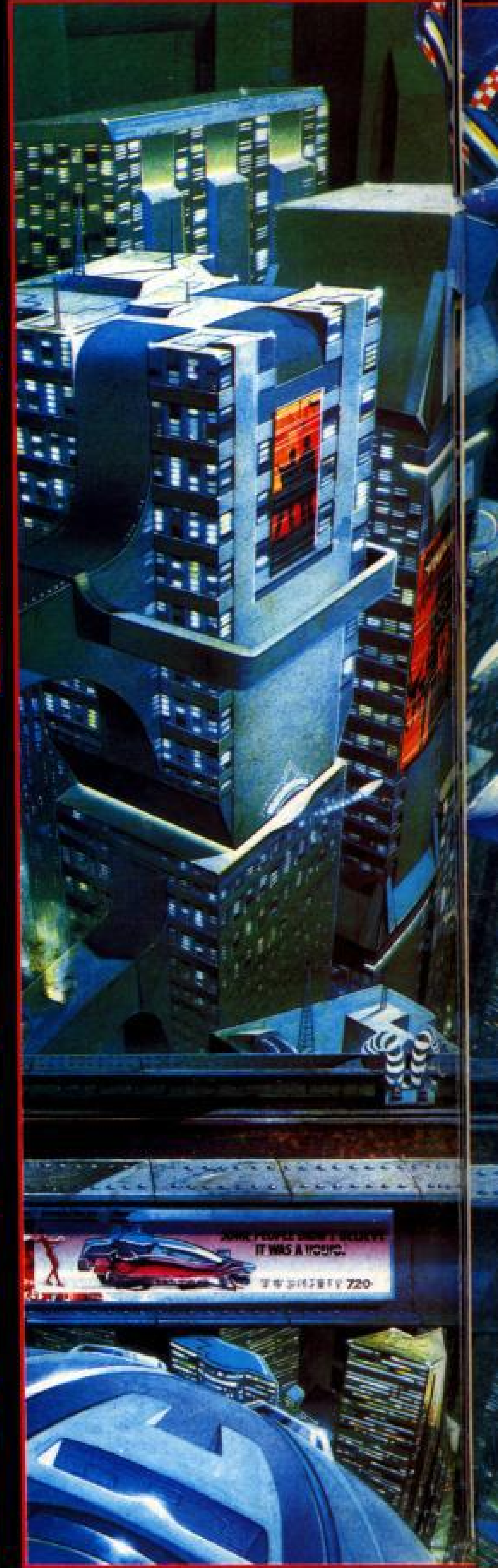
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JUNE 1990
ISSUE No. 62

ZZAP! C64 AMIGA

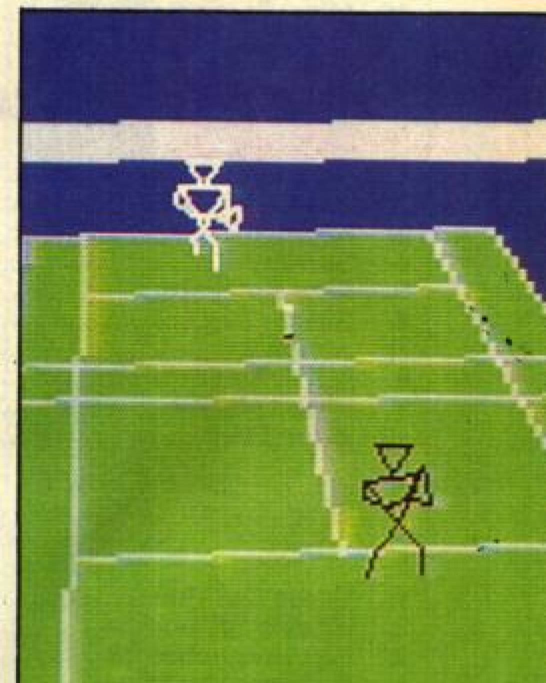
Talk about lunar dance!



Contentz







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REVIEWS

THE *June* CHARTS

The summer is nearly here and you'd expect people to start abandoning their Commodore machines in favour of hotter climes but no, the voting has been pretty intense this month even though little has changed! The C64 chart is getting very predictable now with *Turbo Out Run* still wowing you all. A similar situation is to be seen in the Amiga charts with *Op Thunderbolt* holding its head above the rest easily. Musically the Maniacs of Noise are well on form with *Turbo* refusing to budge from the top slot (*Hot Rod* should enter the chart soon), David Whittaker's sonics for *Xenon 2* provide Number One Amiga aural ambience. A good few years on from its release the *After-burner* arcade machine is still tops with you lot but those terrific Turtles are creeping up on them (still a long way to go though!) Cowabunga!!

This month's winner of a well deserved £20 software voucher is Robert Black of Belfast just across the Irish Sea. Congrats Robert!

The address for your chart votes is: *The Charts Compiling Minion (Number 96191827), Stalag ZZAP!, Newsfield, The Case Mills, Temeside, Ludlow, Shropshire, SY8 1JW.*

TOP 10 C64 GAMES

1. **Turbo Out Run** .... (US Gold)
2. **Ghouls 'N' Ghosts** .... (Capcom/US Gold)
3. **Batman: The Movie** .... (Ocean)
4. **Myth** .... (System 3)
5. **The Untouchables** .... (Ocean)
6. **Power Drift** .... (Activision)
7. **Stunt Car Racer** .... (MicroStyle)
8. **Space Rogue** .... (Origin/Mindscape)
9. **Retrograde** .... (Thalamus)
10. **MicroProse Soccer** .... (MicroProse)

TOP 10 AMIGA GAMES

1. **Operation Thunderbolt** .... (Ocean)
2. **Batman: The Movie** .... (Ocean)
3. **Kick Off** .... (Anco)
4. **SimCity** .... (Infogrames)
5. **F-29 Retaliator** .... (Ocean)
6. **Strider** .... (Capcom/US Gold)
7. **Xenon 2** .... (Mirrorsoft)
8. **North And South** .... (Infogrames)
9. **Blood Money** .... (Psygnosis)
10. **Atron 5000** .... (Players)

C64 MUSIC

1. **Turbo Out Run** .... (Maniacs Of Noise)
2. **Ghouls 'N' Ghosts** .... (Tim Follin)
3. **The Untouchables** .... (Matthew Cannon)
4. **Batman: The Movie** .... (Matthew Cannon)
5. **Citadel** .... (Martin Walker)

AMIGA MUSIC

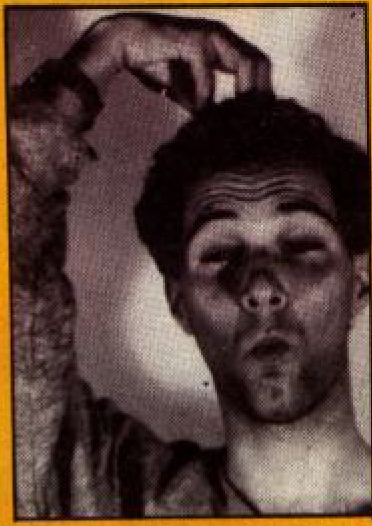
1. **Xenon 2** .... (David Whittaker)
2. **Ghouls 'N' Ghosts** .... (Tim Follin)
3. **Batman: The Movie** .... (Jonathan Dunn)
4. **LED Storm** .... (Tim Follin/Mike Follin)
5. **Double Dragon 2** .... (Tomas Dahlgren/S Barratt/R Aplin)

COIN-OPS

1. **Afterburner** .... (Sega)
2. **Teenage Mutant Hero Turtles** .... (Konami)
3. **Chase HQ** .... (Taito)
4. **STUN Runner** .... (Atari)
5. **Operation Thunderbolt** .... (Taito)

ESCAPE!

After five years toiling in the bowels of Newsfield, harassing and abusing the reviewers while treating the editors with absolute contempt, the David Bailey of computer games has finally escaped. Cameron Pound (AKA Cameroon), made his bid for freedom shortly after the finish of the last issue, and is now enjoying life beyond the stalag gates. According to notes smuggled to inmates he plans to make a luxurious living as an overpaid, underworked techie setting up computers and teaching people how to use them. A lot of people are going to be very insulted!



Q8 4x4 RS + T



Shoot-'em-up supremos Thalamus are taking radically different direction with their latest project. *The Q8 Team Ford Rally Simulation* is obviously both a licence and a simulation, both things Thalamus have never done before. In another first the title is 16-bit led, with the Amiga boasting stylised filled-vector graphics running at 50 frames per second! There are three stages and skill levels, plus rain, snow, night driving and competitor cars. What's more you can cheat by driving off the course and onto public highways where the police will attempt to give chase. The programmers have already visited the rally team, and plan to make the game the fastest and most realistic yet seen!

DIY HAMMERFIST

You may have noticed that last issue's *Hammerfist* review featured two identical comment from Robin and Phil. The reason for this was not 'great minds think alike': there were certainly no great minds at work here! No, it was a cock-up in the Art Dept – I wonder if the satanic film planners have infiltrated it? Anyway, you can now amend the aforesaid mistake with the unique ZZAP! DIY review repair kit. Just stick it in the speech bubble coming from Phil's ugly mug . . . There, you're now a fully trained Art Editor!

There's so many nice touches in *Hammerfist* with background effects like the bubbles coming off the undersea domes, the different ways the enemies attack, and the bouncing laser shots careering all around before impacting. Admittedly, it's not the deepest of games we've seen this month but it's fast paced with a tough challenge and it looks superb. Hugh Riley has done his usual quality job on the graphics with John Twiddy's programming keeping it all very slick to play. It's certainly an impressive start to the Vivid Image label, blending straightforward arcade action and pretty strong strategy with you having to keep the energy levels of both players topped up. *Hammerfist* is good to look at, great to play.

FERRARI FORMULA ONE – THE TAPE VERSION



(Electronic Arts, C64 £9.99 cassette)

If successfully converting the Amiga game to a disk-intensive C64 one required genius, a tape version surely requires a miracle. In Issue 60, Electronic Arts' superlative C64 Grand Prix game Sizzled its way to a 95% rating, so how does the tape version fare?

Incredibly, EA have squeezed this massive game onto two tapes with next to nothing left out: speech, the Fiorano test facility, all 16 courses, speedy C128 mode, and the car maintenance screens – they're all in there! Tape access is very well structured with the courses on one tape and the boot up on the other. Loading is surprisingly rapid given the game's sophistication and doesn't occur all that often. The general quality is still excellent although a few screens have undergone some graphic simplification, a slight lack of detail here and there but nothing major. All in all an utterly superb compromise, earning a Sizzler rating as well. But because of the relatively minor differences we've marked the tape version separately as follows.

Presentation	**90%**
Graphics	**91%**
Sound	**90%**
Hookability	**84%**
Lastability	**95%**
Overall	**93%**

ANTHEADS – IT CAME FROM THE DESERT II DATA DISK



(Cinemaware/ Mirrorsoft, Amiga (1 Meg only!) £14.99)

The B-Movies make another comeback with data disks for the Sizzling *It Came From The Desert!*. The location is again the desert town of Lizard Breath, almost five years on and unsurprisingly largely unchanged. Godfrey's is still unfinished but the hospital has had some work done on it, and the university lab has been mysteriously totalled. As Brick Nash, an ex-USAF Korea vet, you wake up in Lizard Breath to find you're wanted for stealing plutonium detonators in a desperate bid to stop a potentially disastrous atomic test.

The detonators are now in the Ants' possession and they've gained a horrific psychic ability because of it. The second queen can use psychokinesis to hatch her eggs (some of which are hidden in the hospital) but most horrific of all, she can transform people into mutant ant/humans without leaving any clues (except one!).

It! crossed with *Invasion Of The Body Snatchers* makes for a fearsome challenge with only 10 days to save the world. Veterans of *It!* will be familiar with most of 'new' Lizard Breath and it comes as a slight disappointment to see little obvious change – even the old radio tune from the first *It!* is still playing five years on! There's a safe-cracking 'arcade' sequence which is new but any other 'extras' aren't immediately apparent.

Luckily *Antheads* is helped along by a particularly good story. The fear of mutant people, and being wanted by the police, means you need plenty of stealth and guile to succeed. Although the setting is much the same, gameplay is different enough to justify the price.

Hopefully this isn't a one-off data disk, as the game idea is a good one. A new town or a present day Lizard Breath would certainly extend the shelf life of *It!* and offer a different challenge each time. Also, what about giant spiders as the 'stars' of a follow-on to *It!*? How about it, Cinemaware?


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TIME SOLDIER

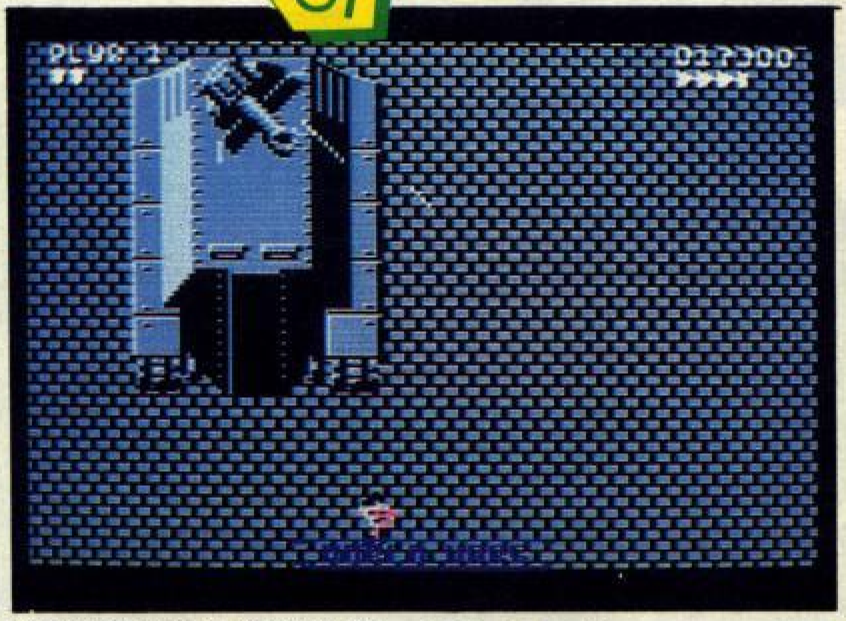
Electrocoin Software, C64 £9.99 cassette, £14.95 disk

Out on the far edge of the universe, the mighty space dictator Gylend is doing what mighty space dictators do: conquering galaxies by the space-truck load. Inevitably Earth falls under his gaze and next thing you know our planet is under attack from all manner of aliens. Seven Earth Commandos are sent into the enemy complex to destroy Gylend, but things soon go wrong and five are captured and each thrown into a different time zone. Only Yohan and Ben are left to save Life, the Universe and Everything.

On the C64 the Time Soldiers take turns to slaughter Gylend's minions, simultaneous play apparently being too hard to implement. The warriors start in the Primitive Era blowing away cavemen and dinosaurs leading up to confrontations with, first the Minor Bosses, then (drum roll . . .) the BIG BOSS (and we mean BIG!) who must be beaten to release a hostage. Red-coated followers of Gylend carry special weapons and bonus items with them, ie Tri-Shoot, Missile and Laser weapons or a warrior speed-up or weapon power-up bonus. The weapons have limited ammo so don't go mad on the old fire button!

Using the teleportation unit found in each zone, the Time Soldiers can, at will, take the battle through time to the other zones. Ancient Rome, Medieval Japan, a World War III battlezone and the Future era all have their own time-specific defences and guardians for rubbing out our heroes. If all five comrades are eventually rescued from each time zone, Gylend then puts in a personal appearance for The Final Conflict.

C64



▲ World Of Wars sees this massive tank trundling after you.



This is one mean game, and starting off with a weapon as effective as a peashooter doesn't help. With plenty of enemy bullets flying around, death comes very quickly until you work out the patterns and – most especially – where the vital red aliens are. Once you've got the weapons they drop, you can fight back, progressing through increasingly impressive levels with some great 'boss' monsters. Unfortunately the game is severely handicapped by thoughtlessness, from the niggling pause when you die, to having to reload the entire game after losing all your lives. If you can put up with this *TS* is good fun, but for cassette owners in particular it might be too frustrating.



I'm a sucker for a good, unsubtle blast and *Time Soldier* is a coin-op particularly close to my heart. Bags of graphic variety spread over six different worlds with all-out carnage just can't be beat, and the C64 game brings it home in respectable form. I guess because of hardware limitations we have to put up with alternate play rather than simultaneous, to keep the number of on-screen sprites at a reasonable number (although I seem to recall *Ikari Warriors* didn't suffer at all with two warriors on screen). The backdrops are different for each level, a little pale in colour perhaps but good at representing the relevant era, it's left to the Guardians to really show off the professionalism of the conversion. Some of them are very large indeed, fast moving and boasting some great detail. Thank god the Time Soldier sprite is a satisfyingly speedy warrior! (Pity the same can't be said about the multiload).

amiga

Amiga *Time Soldier* (£24.95) arrived just too late for review this issue, full review next month.

update

PRESENTATION 65%
Smart start-up sequence, 1 or 2 alternate player option. Very bad multiload though.

GRAPHICS 79%
Some excellent Guardian sprites, very smooth scrolling but the backdrops aren't particularly exciting.

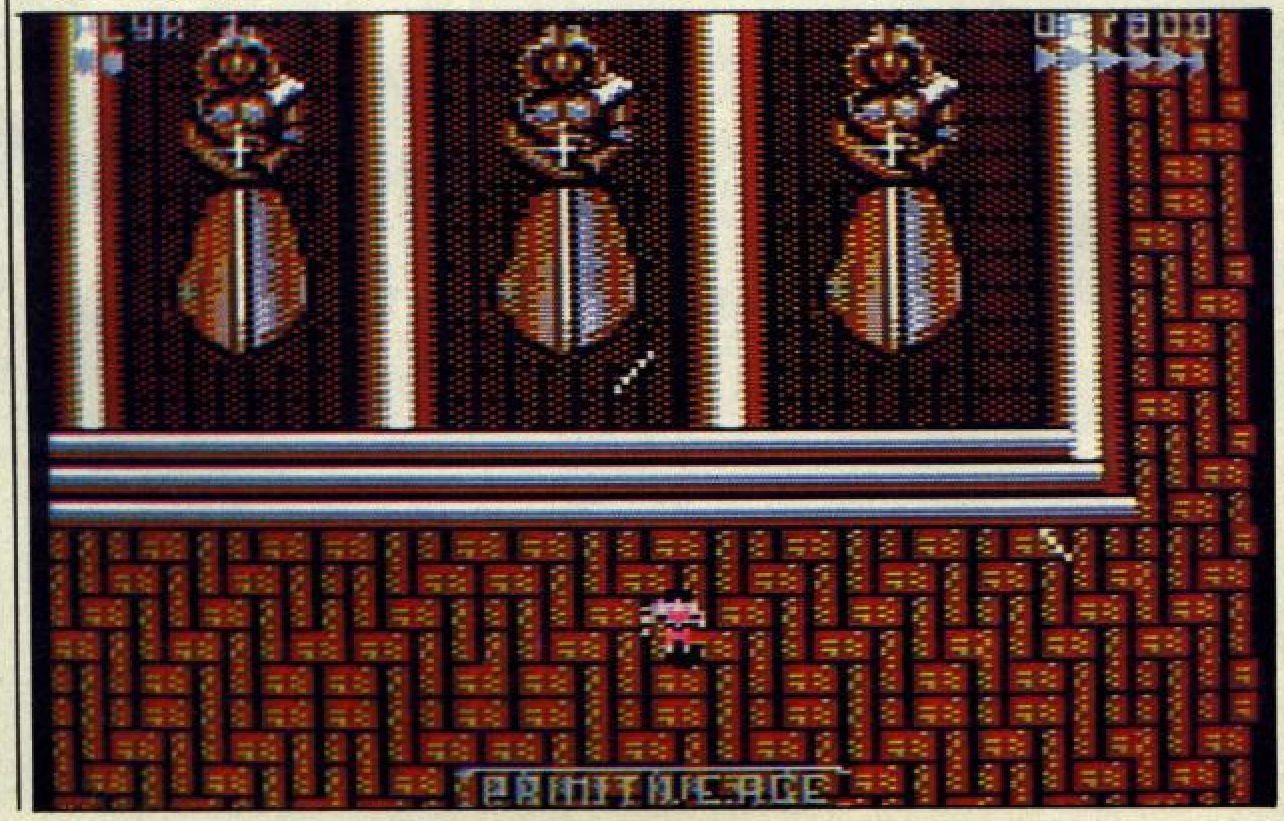
SOUND 79%
Title tune, pacey start sequence tune with a chorus of standard but above average in-game spot effects.

HOOKABILITY 79%
Very easy to get into and immediately satisfying to play but multiload irritating.

LASTABILITY 77%
A tough nut to crack with a very fast pace to the game, merciless enemy attacks and six different warzones to hold the attention.

OVERALL 79%
A great coin-op looks good on the C64 too.

▼ Ignore the glitch, this is the Age Of Rome where laser-firing statues are after your bacon.



SIZZLER

INTERNATIONAL 3-D TENNIS



64



▲ Serving-and-volleying at a small grass court tournament.

Palace, C64 £9.99 cassette, £12.99 disk

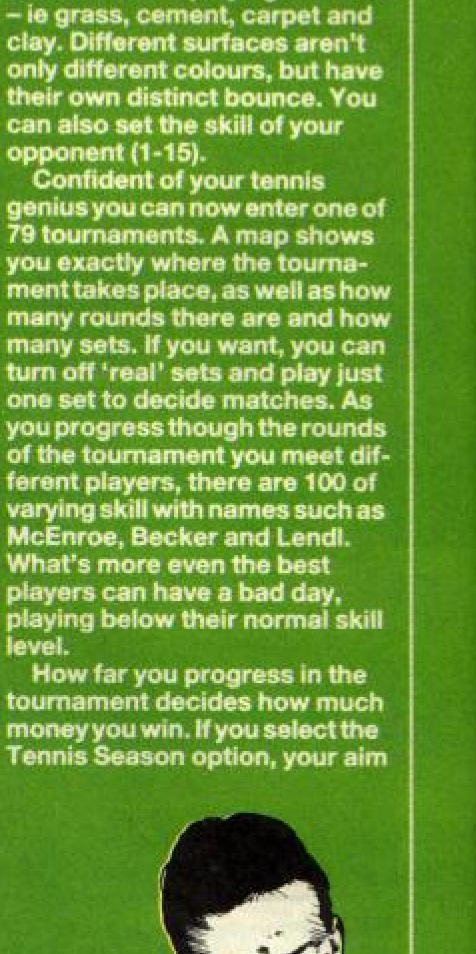
●Smashing fun!

Tennis isn't simply about getting the ball back into the other person's court – winning demands plenty of smart tactics. Much of the game concerns angling a shot to force the other player far out to one side of the court, so you can bash his return shot into the other side. But the tactical element of tennis often seems missing from computer sims simply because it's so difficult getting into position and returning the ball. What Sensible Software have done is to have the computer move your player into position. As soon as your opponent hits a return shot the computer begins to moving your player into line with it, although you still control whether you move forward to hit the ball early, or move backwards to take more time. On low skill levels your man will even flash to indicate when the ball is close enough to hit! How you're holding the joystick will determine what shot you play.

There are four skill levels, with Semi-Pro introducing the ability to aim your serves, Pro removing the flashing when the ball is near, and Ace allowing you to put spin on the ball. Of course, there's a practice option allowing you to try out all the different skill levels and playing surfaces – ie grass, cement, carpet and clay. Different surfaces aren't only different colours, but have their own distinct bounce. You can also set the skill of your opponent (1-15).

Confident of your tennis genius you can now enter one of 79 tournaments. A map shows you exactly where the tournament takes place, as well as how many rounds there are and how many sets. If you want, you can turn off 'real' sets and play just one set to decide matches. As you progress though the rounds of the tournament you meet different players, there are 100 of varying skill with names such as McEnroe, Becker and Lendl. What's more even the best players can have a bad day, playing below their normal skill level.

How far you progress in the tournament decides how much money you win. If you select the Tennis Season option, your aim



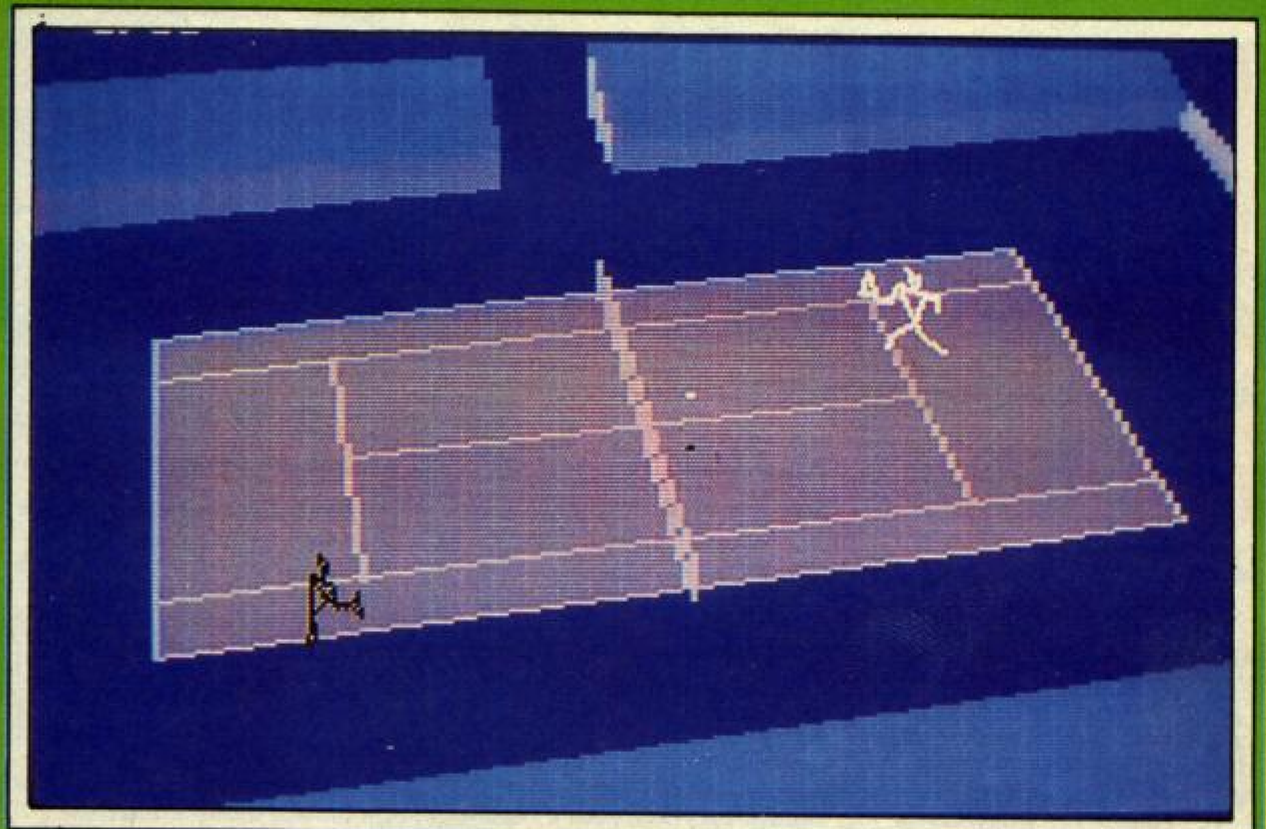
Using vector graphics is a weird idea, but it works well with beautifully realistic animation. Another innovation is the control system – initially I was worried that this method would over-simplify the action, but it removes the frustration of getting to the ball, allowing you to concentrate on timing and positioning your shot. This makes winning points more of a strategic battle with long rallies quite commonplace.

What's more the presentation is excellent, especially the brilliant choice of in-match perspective. The skill levels are also a welcome feature, Amateur level making hitting the ball relatively easy. The computer players are pretty intelligent though, so winning even a minor tournament is a major achievement.

In short, *International 3-D Tennis* is smashing, ace, and beats the competition to love!

is to win as much money as you can in a year. The season is split into 21 1-3 week periods, with a semi-accurate number of real tournaments to enter. Before selecting which one to enter you analyse which surface it's on, the prize money breakdown and how many rounds there are. Small tournaments offer less money overall, but being beaten in the first round of Wimbledon earns you very little indeed. What's more, entry into tournaments depends on your skill level, only Ace players can enter the really big ones. (But you can increase your skill level at any time.)

A Progress Report screen not only shows your winnings, matches won etc, but also allows you to save/load your position. Very useful since there can be 473 sets in a season! Another unique feature of this game are the ten camera angles, ranging from the normal angled view from behind one player, to a side view, to a close-in shot of a player, and even a blimp view where the men are dots!



▲ Fierce cross-court action on a hard cement court.



Until now I'd not much clue about tennis, but this issue I've had to learn the rules fast and had a heck of a lot of fun in the process. Sensi have gone all out to get the playability, look and 'feel' of the game just right. The vector graphics are well animated with a strange swagger about them as they walk, a typically Sensible 'feature'! It's certainly a surreal experience watching triangular-headed wireframe players hitting a pixel back and fore, especially if you're watching it all from a blimp 1000 feet up!

The attention to detail is excellent and makes the game a true Sensi program. The map of the world venues, the dissimilar skill level facility, the groovy title tune, the Crowd Control sound filter and the superb camera views all come together to make *Tennis* a tremendously entertaining package. It's immense fun for novice and expert alike and the best sports game I've played for ages!



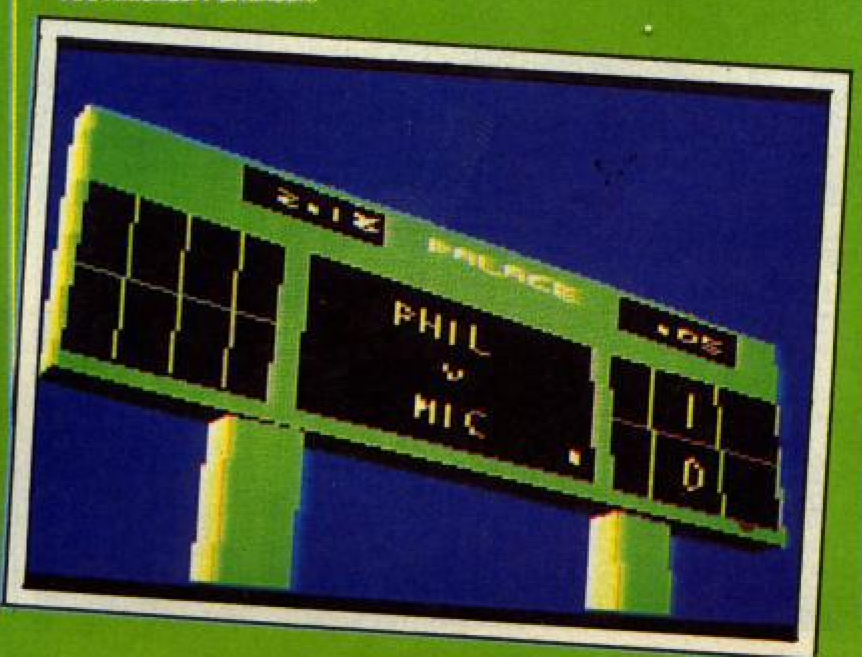
All this computer assistance might seem a bit limiting, but in fact it really opens the game up, allowing even me to start making superb passing shots. Once you've got the knack of hitting the ball, you can exploit the angled shots which really forces you to think. Simply hitting the ball back soon gets you in trouble. The satisfaction of getting Phil chasing almost into the crowd, then putting away the winning shot is brilliant. Two-player mode is great fun, and flexible too – allowing each player to have his own skill level.

In single-player mode the wide range of skill levels for opponents, and the four surfaces which play considerably different for once, mean there's plenty of challenge. But it's the tournament season, picking and choosing where to play for most money, which means there's more long-term depth in the game than in any of the competition.

As for the graphics, they're absolutely superb. As soon as you start moving they really come alive, walking around, even shaking hands at the end of a match. The serving action looks as if it's been rotoscoped, it's that realistic! In short, the men are both more fun than any sprites and utterly convincing once in play. And of course the vector graphics allow the huge range of different views, which are both fun and often useful.

All in all great, – at last a sports game which I can beat both Phil and Robin on!

▼ Phil gets off to a good start against our illiterate photographer, AKA Michael Parkinson.



amiga

The Amiga version will be reviewed next issue.

update

PRESENTATION 95%
Ten different camera angles, attractive menus packed with info, save/load option, four skill levels, practice and two-player mode.

GRAPHICS 91%
Static screens can hardly do the game justice. Once you play the superb animation works brilliantly.

SOUND 80%
Convincing FX, great loading/intro music and a crowd road adjust feature for different C64 models.

HOOKABILITY 95%
The 'flashing' feature makes it very easy to get into . . .

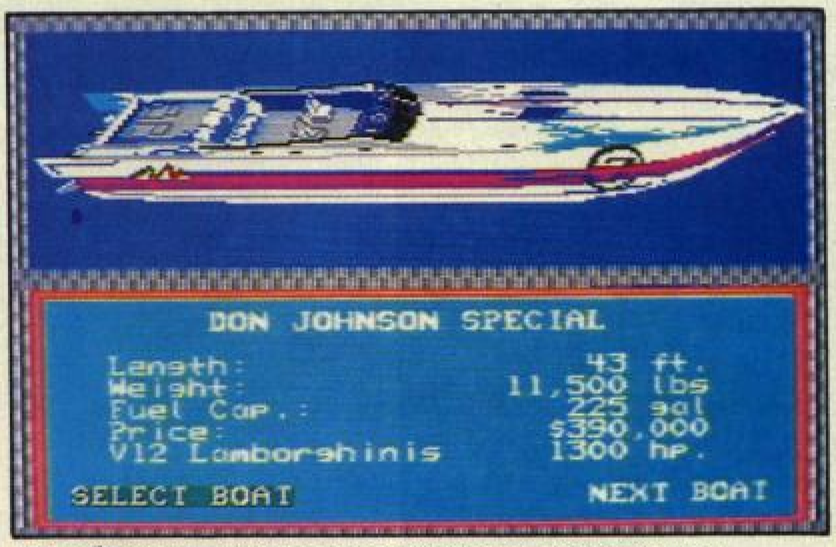
LASTABILITY 93%
. . . but mastering all the shots and tactics takes time, and then there's 79 tournaments!

OVERALL 94%
A superlative tennis sim which should appeal to everyone!

ZZAP! Test

POWERBOAT USA:
OFFSHORE SUPERBOAT RACING

Accolade, C64 £9.99 cassette, £16.99 disk



▲ Impressive presentation masks an otherwise unimpressive game.

'I want people to look at her and be aroused,' claims Don Johnson, talking about his Scarab powerboat rather than girlfriend Melanie Griffiths. Yes, for real excitement 'you need huge throbbing MerCruiser 420s that eat a gallon of gas every three-quarters of a mile'. There's certainly no denying the awesome speed – and cost – of powerboat racing.

The game opens with an impressive options menu. There's six courses and four boats on offer, all with plenty of statistics and some great pictures of the boats. A short practice might help you choose between two-hulled catamarans and Deep V monohulls, which the manual usefully describes in detail.

Registration is next, you can either assume an identity already entered or type in a new name. Either way next stop is the pits, where you can fuel up your boat – and remember, fuel means weight means reduced performance. Just enough to get you round the course is perfect, but weather conditions can force changes in the course length.

Now you can qualify by beating the clock in time trials. Advice in the Driver's Meeting can be useful for this, and the full race where you have to race the competition around the buoys marking out the courses. Jumping the start flag adds a minute to your time, as does stopping to make repairs. During the game you can call up a time sheet giving the details of your times.

Besides pushing forward on the joystick to go faster, you can use trim to affect how high or low you fly over the waves – too high means you lose traction and speed. Changing conditions mean you constantly have to keep an eye on this, as well as the bilge pump! And revving too high will burn out the drive shaft.

Your overall objective is simply to win on all the courses with the fastest times, which are recorded in the Winner's Circle.



As I read through the informative manual I began to wonder why no-one had done a powerboat game before. Fast, glamorous and even including Don Johnson's powerboat this looked like a novel twist on the race game format. The first disappointment is that there's no overall quest to win a championship or manage your finances. And even worse there's no indication of what position you're in during a race. When you finish, the only reward is your time appearing in the Winner's Circle table.

The actual race isn't bad. Using trim to improve speed is realistic, while the smoothly-scrolling horizon varies according to your position on the course. The spray thrown up by competitor boats is a nice touch, but they can move away at unrealistic speeds and inevitably don't loom up to fill the screen as you get close – collisions occur when they're still some way away. All in all, a bit of a missed opportunity.



Powerboat USA isn't the complex simulation it at first appears to be. Behind the facade of numerous options lies a simple race game. This is fairly playable with a fast 3-D effect, but as you can't go outside the buoys which mark the course, the navigation facilities aren't required. The only real hazards are the other boats which – with the very dodgy collision detection – can easily be hit, completely destroying your boat. What a pity more effort wasn't made to integrate the game's various sections – with a bit more thought it could have been so much better.

amiga

An Amiga version is due out any day now, priced £24.99.

▼ Oops! You've just smashed into a competitor and your boat isn't likely to be in much shape than his sinking wreck.



update

PRESENTATION 72%
Informative instruction manual and nicely presented menus, although multiload could be tedious for tape owners.

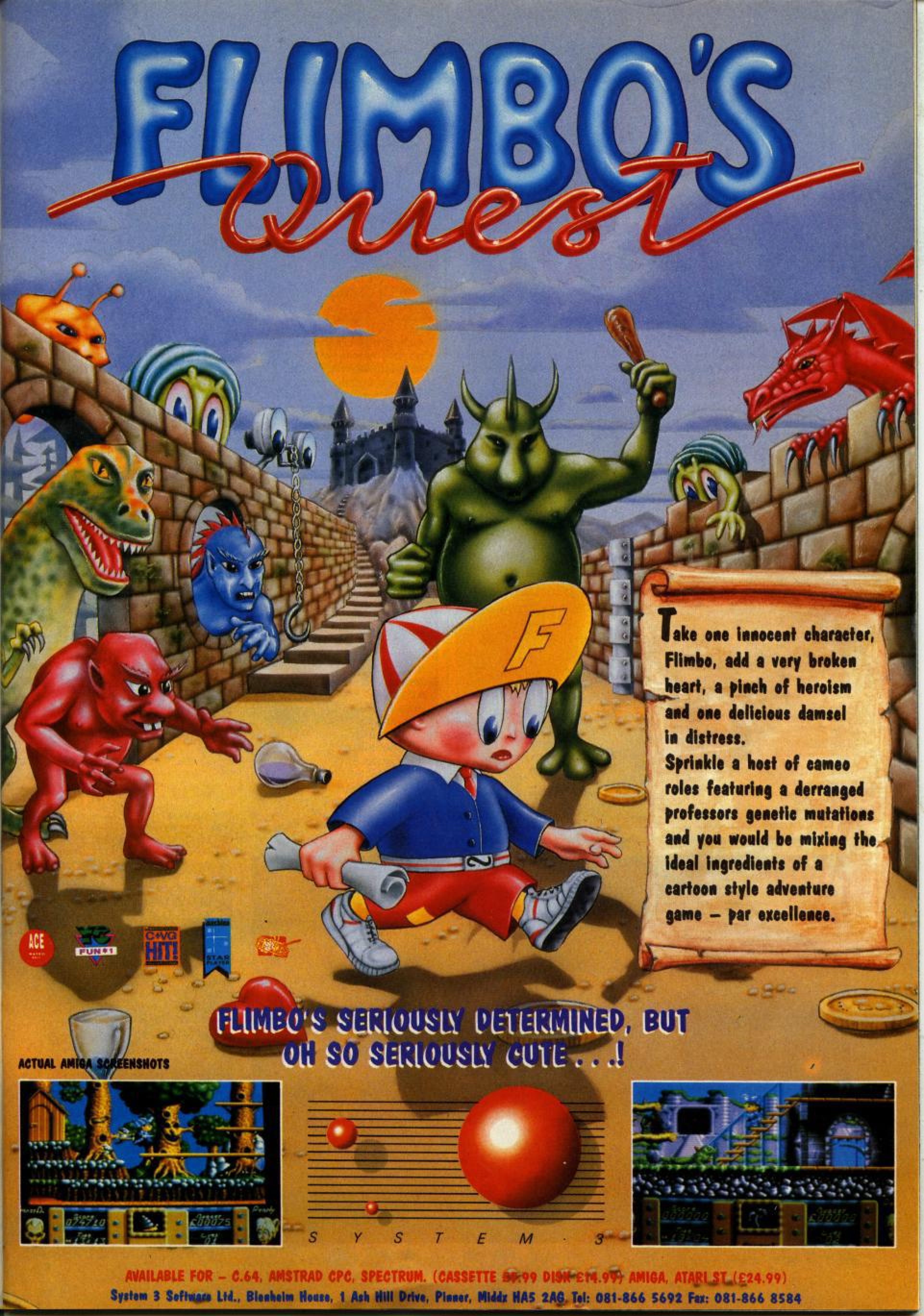
GRAPHICS 76%
Attractive throughout, with seasickness-inducing screen shake. However competitor boats can race away unrealistically fast and be hit when at some distance.

SOUND 67%
*Vice*ish bass solo, but in-game FX limited.

HOOKABILITY 61%
Fairly easy to get into, but never really grips.

LASTABILITY 49%
Six courses, four boats but mile after mile of sea soon gets repetitive.

OVERALL 54%
A visually attractive race game which lacks essential playability.



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ZZAP! TEST 64 A

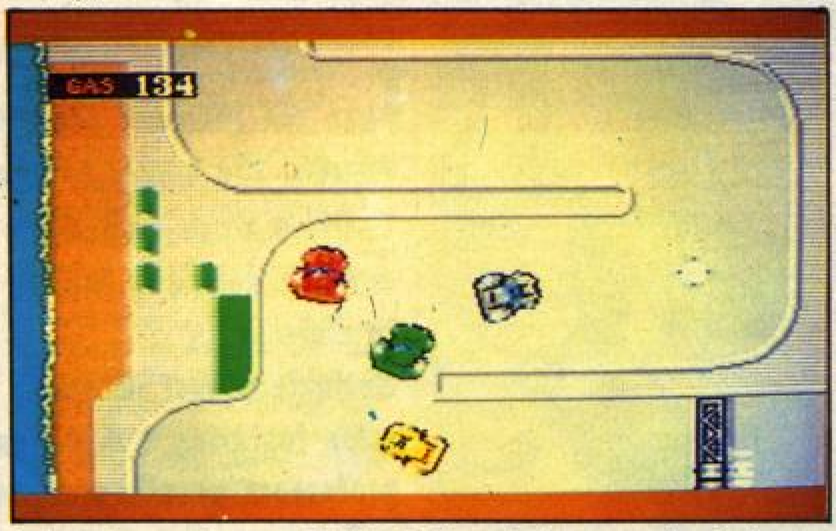
HOT ROD

Activision, C64 £9.99 cassette, £14.99 disk; Amiga £24.99

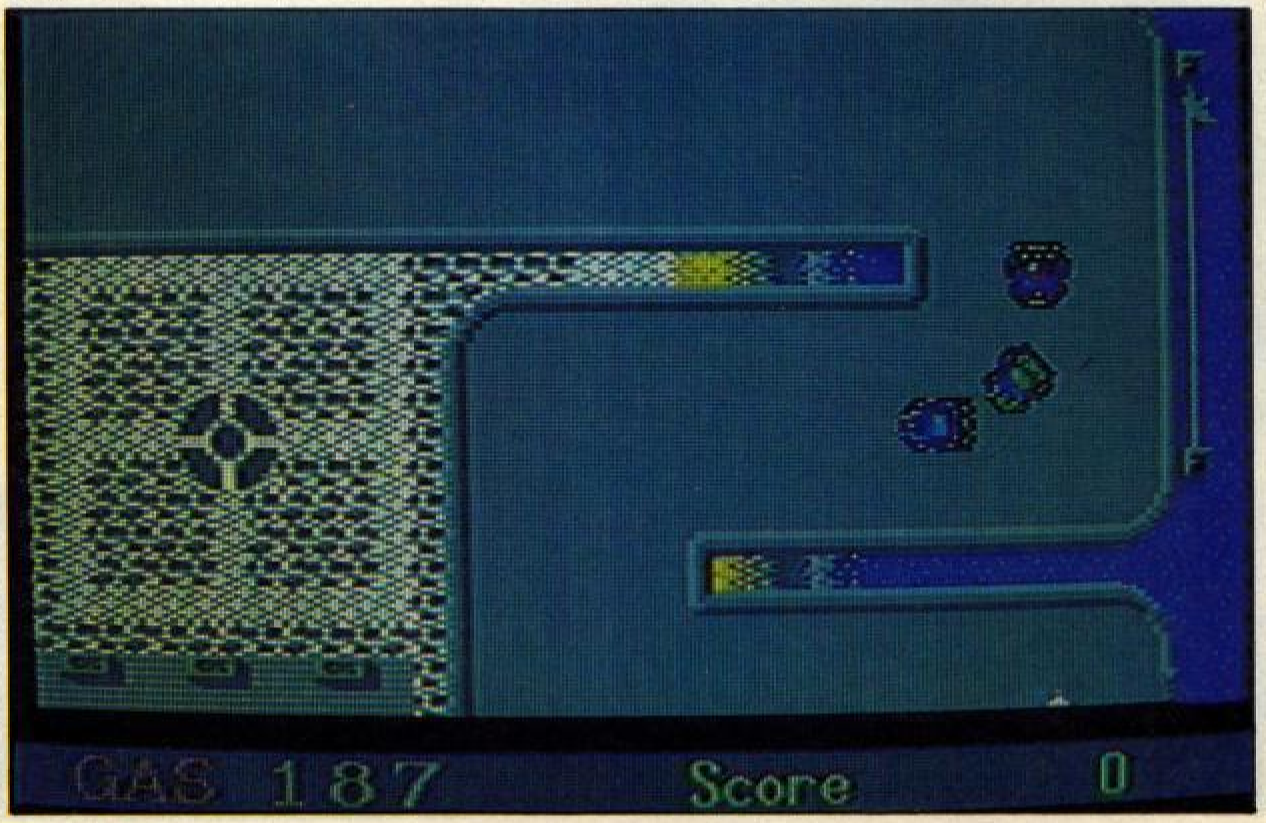
Rev that engine! Power drift round those corners! Outrun those cops and turbo past the opposition! You're in the *Hot Rod* Championships and there's two other Hot Rodders (three on Amiga) vying for first place and the glory that goes with it – not to mention a kiss from Miss Hot Rod herself!

The races take place on 15 different types of scrolling course with obstacles ranging from oil drums to police cars. Lucky for you then that you don't need to come first to get onto the next course. Don't lag too far behind though as the computer judge will push you back on screen, deducting 20 points of fuel in the process. Run out of fuel and your Hot Rod splutters to a halt along with any chance of qualifying for the next race. Gas can be picked up during the race and points too, there's even some rough terrain short cuts and tunnels you can go down to sneak past the others.

▼ Speeding around a warm coastal track with plenty of gas to burn. (Amiga)



▼ Apart from one less car, C64 *Hot Rod* is much the same as the Amiga game.





Erm . . . dare I say this looks just a tad like *Super Sprint*? Well it does, which is a bit strange since Activision have done both conversions. It also plays like *Super Sprint*, ie fairly playable in two-player mode but boring and repetitive on your own. Technically, the C64 conversion is the better one with a great attract mode and some typically brilliant Maniacs music.

The Amiga game features some tacky graphics (Miss Hot Rod looks like the back end of a bus!) and is also far too easy. Overall, it's not too hot.

A shop waits at the end of each race where tyres (improve road grip), engines (better speed and acceleration), bumpers (stronger car body) and wing sections (boost road holding) can be bought for extortionate amounts of money. Pick the right hardware for your Rod or you'll be eating the others' dust. Your reputation, ego and your bimbo girlfriend's affection rests on you winning these races so get out there and burn rubber!



I had mixed expectations of how *Hot Rod* would turn out even with veteran Compunetters Ash 'N' Dave providing a quality programming touch to the 64 conversion. The final game is certainly a polished production with a neat attract mode, a great Maniacs of Noise title track (up there with *Turbo Out Run*) and some nifty in-game tunes.

Other than the four-player facility (using a two-joystick interface) there's not a lot that is particularly impressive about Amiga *Hot Rod*, but the pace of it is slightly faster and the graphics have more of a cartoon feel about them.

Like *Sonic Boom* the problem is in the original coin-op's gameplay, it's just not varied or interesting enough, looks nice though.

64

PRESENTATION 78%
Neat attract mode with superlative Maniacs of Noise title track. Heavy multiload though and no continue-plays.

GRAPHICS 72%
Small but detailed cars. Colourful backdrops make up for the featureless tracks.

SOUND 80%
A good variety of Maniacs tunes and spot effects.

HOOKABILITY 76%
Two-player element gives the game a competitive spirit from the start.

LASTABILITY 63%
Tracks aren't all that varied leaving only the different graphic backdrops to hold the attention. Solo games can get repetitive.

OVERALL 70%
A well produced *Super Sprint* variant.

amiga

PRESENTATION 63%
Four-player option is novel but there's no attract mode.

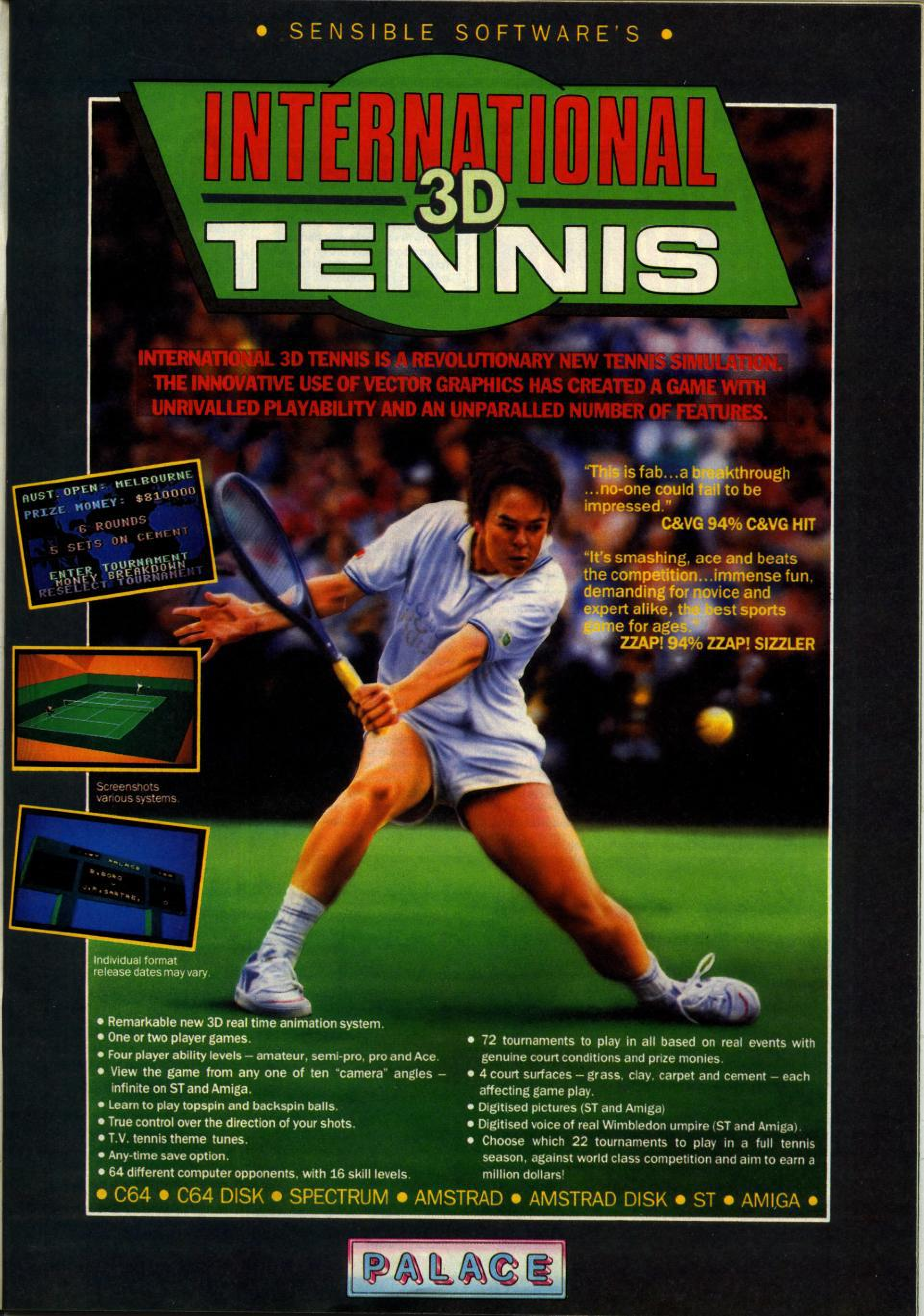
GRAPHICS 52%
Unadventurous use of colour for backdrops and dull track layouts.

SOUND 55%
Not one of Benn Dalglish's best title tunes. Not so hot FX either.

HOOKABILITY 68%
The more players the more fun but there isn't a lot to the gameplay to start with. The limp 'difficulty' level makes it an easy game to get into.

LASTABILITY 40%
. . . but too easy to continue with. Complete all 15 courses and you're very unlikely to carry on.

OVERALL 51%
Slow paced, repetitive racing action that was done far better in *Super Sprint*.


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ZZAP! TEST

A 64

IMPOSSAMOLE

Gremlin, C64 £9.99 cassette, £14.99 disk; Amiga £24.99

Monty Mole has come out of retirement! Our furry friend has had some interesting adventures in the past, doing coaled turkey for his thieving exploits before escaping to Europe where he 'found' enough money to buy the paradise island of Montos. But lying in a deckchair wasn't Monty's style; once again he longed for the excitement of adventure. It was perhaps just as well then that a passing alien spaceship decided to beam him up for a new mission!

Apparently the aliens' sacred scrolls of eternal life have been stolen by five Guardians. Each of these is hiding at the end of one of five levels, ranging from the homely mines of the Klondike to the mysterious Orient. Each level comprises several layered, horizontally scrolling sections linked by chasms, ropes, and ladders. Of course, they are also inhabited by plenty of evil minions which reduce Monty's energy on contact. Mind you, Monty has now developed a powerful kick which can boot the weaker nasties into touch.

And by picking up treasure he can get powerful weapons like bombs or even a laser gun. He's also stars with a superweapon (smart bomb) although this can only be used once.

The first four levels can be attempted in any order, but all four must be completed to allow access to the final one.



▲ Our hero's thermal underwear comes in handy for this chilly level. (Amiga)



A good dose of nostalgia came with this game. A pity the latest instalment just doesn't have much in the way of a thrill factor, the game ideas have undergone very little improvement over the originals of years back. I'm sure Core Design have original ideas coming out of their ears but *Impossamole* just didn't have the pace or depth to keep me hooked. It's got good variety with the five worlds proving significantly different to give it some short-term appeal. Unfortunately the one-life only 'feature' discourages further progress as it's a tough game of limited innovation.

The C64 version comes off quite a bit better with nice shading and good recreations of the 16-bit graphics; also the multiload is a lot more intelligent. The Amiga game certainly has a finer edge to the graphics and the cartoon feel of it all works better. Not too sure about remixing an old Mole tune though, isn't this supposed to be the new adventures of Mr Mole?



The title of Monty's latest adventure is certainly appropriate; I found it impossible to get very far. Just one mistake can cost a huge amount of energy and with only one life things can get more than a bit frustrating. The platforms-and-ladders action isn't exactly innovative, although there are some nice touches with each level having appropriate nasties and features, eg snowmen, huge rolling snowballs, and cable cars in 'Iceland'. These don't just add graphical variety but make each level different to play. Pity it's just a shade too difficult for my liking.

The Amiga game is equally tough and nothing special to look at with typically cutesy sprites gracing adequate backdrops. But by far the worst feature is the irritatingly lengthy and frequent disk accessing (on starting a game, and dying). Like so many comebacks Monty's proves disappointing.

64

PRESENTATION 62%
Multiloaded levels, but good option to play any of the first four.

GRAPHICS 80%
A good variety of creatures and enemies, totally different for each level.

SOUND 42%
Ear-wrenching remix of an old tune which can thankfully be swapped for sparse FX.

HOOKABILITY 70%
Tough to start with but frustration is avoided by choice of levels.

LASTABILITY 68%
Challenging, perhaps a bit too tough.

OVERALL 69%
Fairly standard arcade adventuring action.

amiga

PRESENTATION 36%
Choice of four starting levels. Appallingly lengthy disk access.

GRAPHICS 70%
Good variety of cartoonesque sprites.

SOUND 59%
Remixed music or FX.

HOOKABILITY 64%
Not particularly addictive but choice of levels offers instant variety.

LASTABILITY 57%
Far too tough to be enjoyable.

OVERALL 59%
Meagre mole meal.

▼ Hopping through the Amazon jungle in search of Sting, no doubt! (64)



ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS



▲ Duke and Jake fight off the Weetabix-like robot monsters to rescue scantily-clad bimbos. (C64)

Domark, C64 £9.99 cassette, £14.99 disk; Amiga £19.99

Most computer games have B-movie style plots anyway, so remember when you chortle over this tongue-in-cheek plot it's intentional! Basically, the 'synthetic industrial planetoid' called 'X' has been invaded by the evil green Reptilons. The human inhabitants have been enslaved (and the women forced to wear skimpy bikinis). The Reptilons want everyone to build robots for the invasion of Earth, and any refuseniks will be turned into Robo-Zombies!

Jake and Duke of the interplanetary SWAT team have been rocketed to Planet X to rescue all the hostages, destroy the robots and find Professor Sarah Bellum (coz' she looks incredible in a bikini!). Unfortunately the hostages have been more industrious than workers in a Japanese factory, churning out hundreds of robots to fight Jake and Duke!

There are so many, in fact, that Jake and Duke have decided not to rescue all the hostages, but merely escape with as many as possible. The planetoid is divided into 32 sectors, including two blocks of three corridors of four sectors, which gives you some choice as to which route you follow through the planetoid. There are two basic types of sector, ones where you rescue hostages and ones where you take on a large (and blue!) Reptilon. Amiga owners have an additional section, where Jake and Duke must simultaneously fly through a maze inside a very strict time limit.

In both the hostage-rescuing and Reptilon-killing stages, there's a shared view of the isometric 3-D landscape. If one player goes down a lift, he's in limbo until the other player goes with him. The basic idea is to run around shooting robots and rescuing the hostages by running into them! So far, so familiar, but there's plenty of fun touches in this *Gauntlet*-style game. Control systems need to be found to activate elevators (replaced by ladders on the C64) and free hostages held in glass cages. Blasting open cabinets can give you food, bombs, or even a force field which makes you invulnerable. For a more powerful ray-gun you can collect green crystals deposited by destroyed robots. After every hostage screen those you've liberated are packed into shuttles to be flown home. For every shuttle filled you get an extra block of energy. You also have three lives, and nine shared continue-play credits.



If you ask me these Robot Monsters are pretty smart guys – if only I could turn my underlings into mindless, super-efficient Robo-Zombies! But even in ironic 'B-movie' computer games you have to play the blockheaded goodies, here wrecking a perfectly good slave labour factory. The shoot-'em-up action is hardly original, but the many humorous touches make it all worthwhile. Inevitably the C64 lacks quite a few of the coin-op elements, using lots of electrocution tiles to compensate, but it's still quite fast and playable. All in all, two fine conversions of a fun coin-op.



Escape isn't a classic but it's playable all the same. The wacky plot helps create a fun atmosphere, backed up by cartoon graphics which are humorously animated (on both machines) – I love the way the heroes hang on for dear life after falling over the edge. The game's downfall is its repetitiveness – there's nowhere near enough variety to keep interest high. Believe it or not, even rescuing bikini-clad beauties gets boring after a while!

▼ Use all your computer skills to free the glass-encased slaves – ie blow up the computer! (Amiga)



64

PRESENTATION 65%
Good title page, all one load.

GRAPHICS 67%
Well animated if small sprites. Backgrounds detailed but monochromatic. Big, colourful end-of-level monsters.

SOUND 57%
Average tune.

HOOKABILITY 71%
Instantly playable with fun two-player mode.

LASTABILITY 63%
Gets repetitive after a short while.

OVERALL 68%
A fast, playable conversion of a fun coin-op.

amiga

PRESENTATION 86%
Fun comic-strip style intro, nice inter-level screens, music on/off.

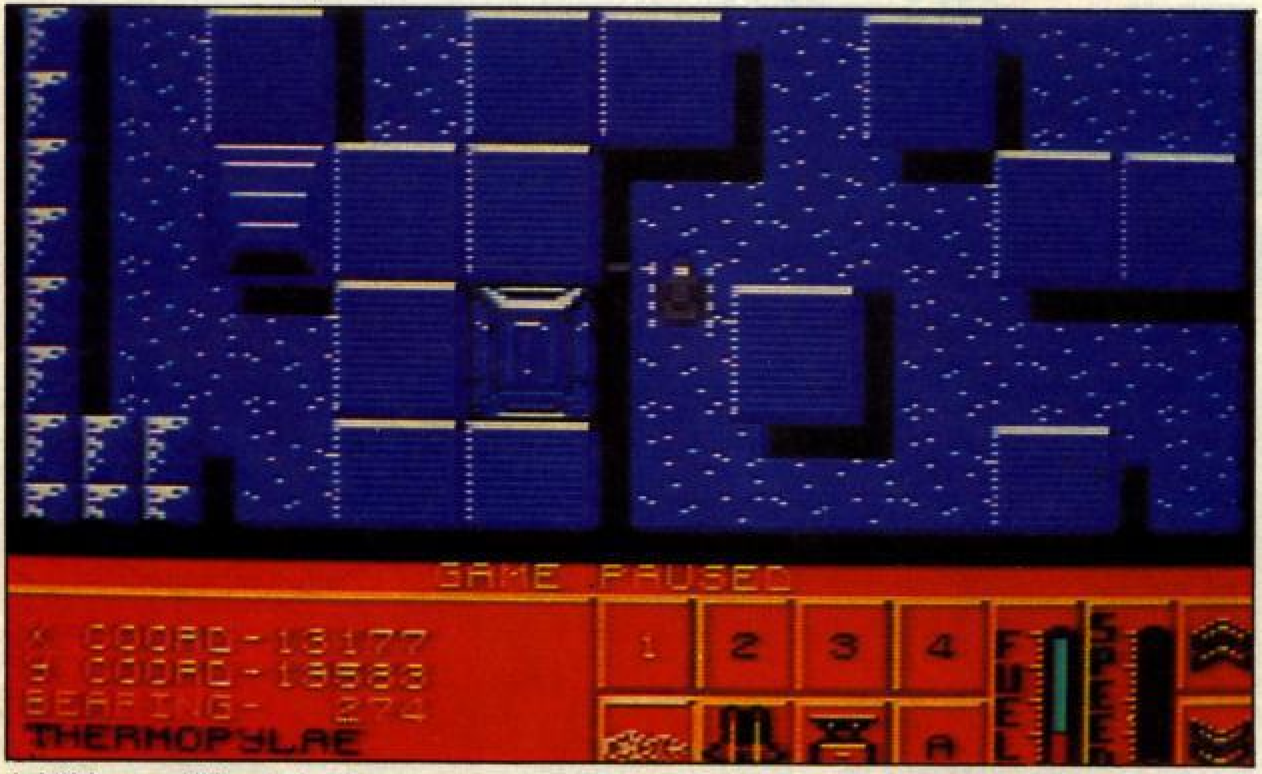
GRAPHICS 81%
Hostage scenes a little repetitive but nicely detailed. The maze in particular has a great cartoon feel.

SOUND 68%
Repetitive in-game tune interrupted by good spot FX.

HOOKABILITY 80%
Very playable, especially with a friend.

LASTABILITY 74%
Eventually gets repetitive!

OVERALL 77%
Never really enthralling but good fun.



▲ A Walrus amphibious tank painstakingly makes it way through another island maze!

CARRIER COMMAND

Rainbird, C64 £14.99 cassette, £17.99 disk

The original 16-bit version caused a revolution in computer gaming, showing what could be done with solid 3-D on the powerful new machines. It was an incredibly ambitious project, attempting to simulate a complete battlefield in an archipelago of 64 islands. While the C64 version has dropped the 3-D, it is a surprisingly accurate conversion in most other respects.

The game takes place in the 21st century, when energy is scarce and geothermal heat a vital resource. The automated carriers Epsilon and Omega are designed to build plants on the islands, developing a supply network. But STANZA terrorists have reprogrammed the Epsilon, making it a war machine dedicated to turning the archipelago into a massive military complex.

You can choose when the game begins. In strategy mode all 64 islands are neutral, and the two carriers have just arrived at opposite ends of the massive archipelago. In action mode most of the islands are already occupied and the Omega has just arrived off the coast of an enemy island.

Underground pipelines connect all the islands, forming supply networks feeding your stockpile island with fuel, weapons, and replacement vehicles. You can choose which items the network should devote most resources to building. A successful campaign depends on a good supply network, so you must defend it while simultaneously trying to destroy the enemy network by invading critical islands.

Your main weapons are Walrus amphibious tanks and Manta attack aircraft. A typical invasion would begin with a Manta strafing the enemy island, using lasers to destroy all the ground installations. This eliminates the lethal surface-launched missiles (and on defence islands, aircraft). You can then send in a Walrus to slowly work its way through the maze of the island's buildings, destroy the Command Centre and drop a pod to convert the island into a friendly one, which can supply resources or products to the stockpile island, or to be a defence island – the choice is yours.

Your carrier also comes equipped with a repair system, which can be used on damaged Mantas, Walruses, and carrier parts such as radar, engines, and the electricity generator. Lose radar and the large map, which can be zoomed into, won't be able to show the position of your vehicles. A pity, since the map can be used to set destinations for vehicles to which their autopilots will take them.



The decision to drop the 3-D was no doubt a wise one, and the new 2-D arcade has plenty of good ideas. Enemy defences are tougher than on the Amiga, and the maze idea makes the Walruses' role much more interesting. Bumping into walls causes damage which can soon be fatal, so a good idea is to scout out a path to the Command Centre with a slow flying Manta. The strategy side of the game seems as strong as on the Amiga, so there's plenty right with this conversion.

Unfortunately, graphics were undoubtedly the best part of Amiga *Carrier* and their absence reveals the repetitiveness of invading island after island. It's a pity there's only four types of mazes supposedly (although we've seen just one), but increasing difficulty helps compensate.



▲ Arming up a Manta attack jet.



The ground-breaking 3-D shapes of the 16-bit original were never destined to grace the C64 but I didn't expect to see the game reduced to a shoot-'em-up with a mild dose of strategy to keep you playing. The graphics become repetitive very quickly indeed with little new to hold the attention once you've taken out a few islands. I like the icons though, they're easy to use and understand, extensive and make a professionally presented game (the basic arcade sequences let it down tremendously). There's no reason for the delay in converting the 16-bit original, much less so when the result is merely average.

PRESENTATION 80%
Attractive loading screen, music on tape, good save feature but the manual/packaging is poor for this price.

GRAPHICS 66%
The sophisticated icon-control system has been reproduced in full. Arcade 2-D graphics are fine, if repetitive.

SOUND 47%
Mediocre intro and spot FX.

HOOKABILITY 71%
Initially confusing, but icon system is soon mastered and arcade element is fun.

LASTABILITY 59%
Okay strategy game, but arcade element is very repetitive.

OVERALL 64%
An impressive conversion, sadly lacking crucial variety in the arcade element.

Rorschach
Scientific Stationary

RESEARCH PROJECT: Binary code addiction as a means of controlling the world.
HEAD SCIENTIST: Prof NORMAN NUTZ Phd, Bsc, KP.
RESEARCH EQUIPMENT: C64, Amiga A500, Cray-2.

LAB ASSISTANT: The Geek

My editor (ol' furuncle leg) was really nice to me this month - the pain must have affected his personality - he lent me Incentive's Castle Master to 'have a look at'. I quickly became addicted to the game (even my dreams have been icon-driven of late) and played it for hours on end, loving every minute. Mentioning this to our man Wynne, he thought it would be nice if I gave the game a plug in my column. Why only a plug? Why didn't I get to review the game in the first place? Well, this is typical of the way us down-trodden contributors are treated by characteristically aloof, permanently-employed journalists. They get to open the post first, you see, and any game that takes their fancy is swiped for themselves, regardless of its category. The fact that Castle Master is as close as you can get to an adventure without incorporating text didn't seem to matter. Anyway I put my foot down and refused to mention Castle Master (by Incentive) in my adventure column... that'll show 'em.
Nik

LAB Report

BLOODWYCH DATA DISKS – VOL 1

Mirrorsoft/Imageworks, Amiga £14.99
(original *Bloodwych* required!)

Whenever there's a demon lying dormant somewhere, waiting for the right moment to pounce on an unsuspecting world and have his wicked way with it, who gets lumbered with the job of stopping him? Yeah, you! And after all the heartache, blood, sweat and tears spilled doing just that for the good people of Trazere what do you get for your efforts? The princess's hand (urgh), riches beyond belief, a kingdom of your own? No way! You get another chance to risk your life fighting the foe you thought vanquished . . . life's like that.

Zendick, The Lord of Entropy, is alive and living in his own dimension. There he's constructed a dungeon so full of foul creatures, evil traps and mind-numbing puzzles that around every corner you expect to find Michael Barrymore asking, 'What is a hot spot not?'.

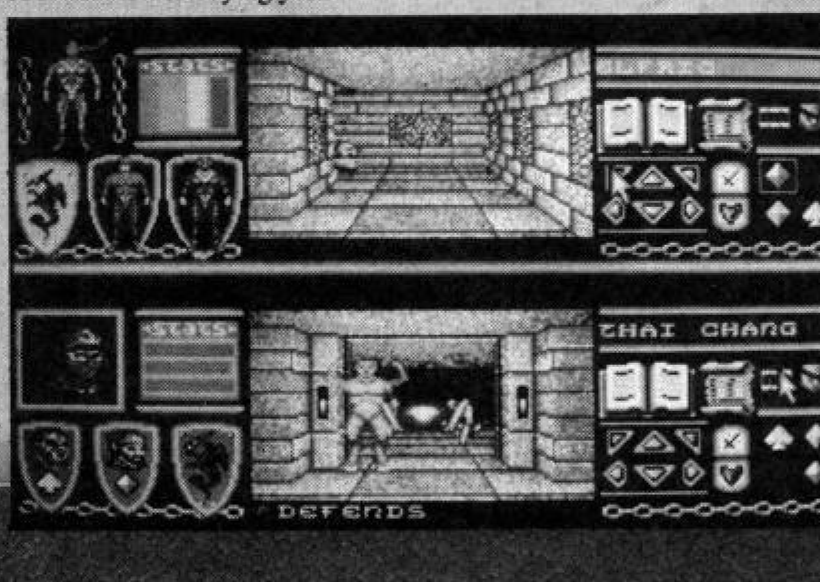
From the safety of his domain, Zendick summons you to his dungeon to prove your worth: solve the mazes and defeat the Crystal Guardians. Should you be successful he vows to nevermore trouble the land of Trazere (smacks of porkies to me); fail and Zendick will feast on your soul before destroying your world.

To play the data disk you need to have a saved game handy from the original program. Ideally a saved game with characters who've achieved level fourteen. However, should your party not be of the required standard you can still enter the fray and your level will increase at an accelerated rate until it reaches the magic fourteen.

All control features of the original *Bloodwych* have been retained – two-player option, spell casting, combat, icon-based control system, 3-D views and character interaction – together with the introduction of eight new spells, recruitable monsters, enhanced graphics/sound and 25 tough new levels to explore. Also (thoughtfully) included is a very useful hint book for the original game.

Basically, the volume 1 data disk is very similar to the original *Bloodwych* but with enhancements, providing more of the same thrills, spills and adventure . . . but better.

ATMOSPHERE	87%
PUZZLE FACTOR	88%
INTERACTION	89%
LASTABILITY	86%
OVERALL	88%



CHRONOQUEST II

Psygnosis, Amiga £29.99

Remember all the fun you had with *Chronoquest* some two years ago, clicking your magnifying glass on every single pixel of every single screen just in case you missed examining something vital to the completion of the adventure? Well, it's pixel-clicking time again with the release of the (well overdue) *Chronoquest II*.

After the fun and frolics you've had travelling through a spatio-temporal universe in your dad's time machine (Explora), all you want to do now is get some kip. Unfortunately, as you attempt to travel back to your own time, a disorder in the temporal turbines of Explora disturbs the teleportation phase and you're catapulted to an era not of your choosing.

In fact you end up on the deck of a ship. Explora is with you but her reactor is devoid of the necessary metal to fuel her, rendering her unable to take you anywhere. You soon realise your task is to find sufficient metal to enable a safe passage back to your own time.

You can only go one way from the ship's deck and that's to the shore. But a bit of beachcombing soon reveals an anchor (the things these sailors leave behind) which looks like yummy food for a hungry time machine. Unfortunately (again), the anchor is only sufficient to take you so far forward in time . . . the plot thickens.

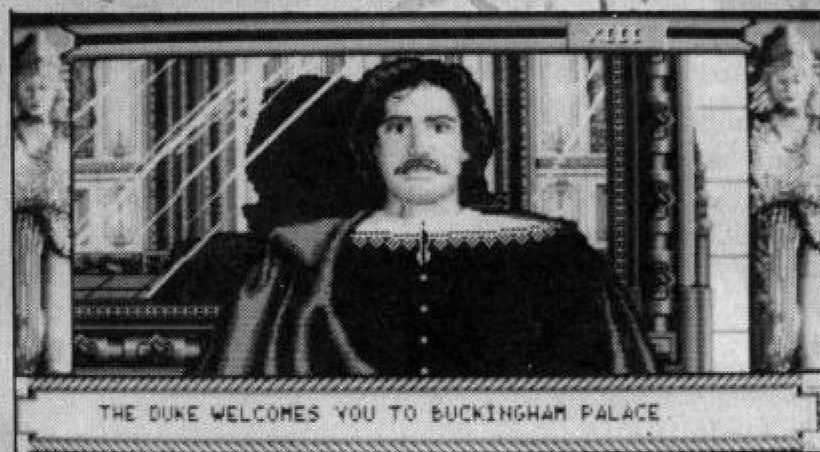
Chronoquest II is fully icon driven and is claimed to be very user-friendly . . . it is. All actions involve pointing and clicking which, until you begin to progress in the game, gets a little tedious. However, once you get into the swing of things the game's technicalities become secondary to the well-thought-out plot.

The screen basically comprises two windows: a large upper window displays location graphics while the lower one features action icons and text messages. Icons include get, drop, give, examine, listen – vocal synthesis of non-player characters is featured but may be turned off to reduce disk swapping – advance and retreat. Graphics are excellent, especially the full-screen pictures which herald different time zones, rendering barely adequate FX and music dumby comparison.

There are one or two oddities such as the inclusion of an object described as 'a anchor' and the reply 'But what did he says' when you try an incorrect action. And it's a good job text accompanies the vocal synthesis of characters 'cause they're difficult to understand at times, especially the Musketeers.

During my first half an hour with *Chronoquest II* I have to admit I had my doubts, it all seemed very odd and I managed to get nowhere very quickly. But slowly (I'm not the man I was) pennies dropped and the game opened out to show itself to be at least as good as its predecessor.

ATMOSPHERE	**86%**
PUZZLE FACTOR	**79%**
INTERACTION	**84%**
LASTABILITY	**89%**
OVERALL	**85%**



THE COLONY

Mindscape, Amiga £29.99

Patrolling space in your DAS Armoured Cruiser, your attempts to catch forty winks are interrupted by the radio crackling to life. You answer it, 'cause that's the kind o' Space Marshal you are, and receive an earful of static interspersed with an order from HQ to check out the Settler Plot on Delta 5-5. The last message from this settlement – received some hours ago – was broadcast by their commander who, before being cut off, ranted on about being overrun. The ensuing silence from the Plot calls for investigation, and as you're in the vicinity . . .

Landing and taking off in a DAS Armoured Cruiser is usually a doddle, basically the onboard computers do all the work. Unfortunately, on the approach to Delta 5-5 your craft enters something akin to a black hole, a phenomenon which usually [illegible]th knell for sp[illegible]. However, as your vehicle[illegible] malfunction and you prepare to die, the black hole vanishes, leaving you about two seconds in which to regain control of your cruiser before it touches (wrong word) down on Delta 5-5: it's not enough time!

Slowly regaining consciousness, you bless the guy who insisted on incorporating emergency landing retros in the design of the DAS Cruiser. You landed relatively safely, although the ship's reactor has powered down and now has only enough juice to maintain life support. If you ever want to get off this planet the reactor will need recharging – as if checking out the Settlement Plot wasn't enough to cope with.

Your first impression of *The Colony* is one of darkness. The cockpit, where you begin, is a mass of dull grey relieved only by black shapes. Walking into one of these shapes reveals it to be a command console and pressing the left-hand button helps put some light on your situation – pressing the right-hand button results in your lights being put out . . . permanently.



Exploring your cruiser, you come across computer terminals, desks, books and notices, all of which provide more information about you, your surroundings and your mission. The most important find on the ship is an F-21 Armoured Spacesuit dispenser and installer. This is the vital piece of equipment which allows you to step outside. Choosing the power of its armour and weapons (light, medium or heavy) is critical, as the heavier your choice the more power is required to run the suit. If you don't have sufficient power in the suit (displayed top left of its Head-Up-Display) it takes its energy from the wearer, a good way to end the game quickly. Once suited up it's time to go walkies.

The planet is graphically very disappointing, being made up of a grey surface, on which are dotted small pyramids, a very distant, blue mountain range and an equally blue sky. Oh yeah, and lots of alien ships to help you die more easily. On my first few surface ventures I headed for the sun (also blue) and just kept going, hoping to avoid the aliens who seemed to have nothing better to do than blast me to bits. Eventually I discovered a space ship,

PIRATES!

MicroProse, Amiga £24.99

Break out your wooden leg, stuffed parrot, eye patch, timbers (preferably shivered) and pieces of eight 'cause it's time to take to the high seas of the 17th century for a spot of plunderin', ahaaarrr, Jim lad (you try writing about pirates without using their vernacular!).

With mainbrace fully spliced, it's your task in *Pirates!* to eventually become adviser to the king, find yourself a wife (?) and get rich enough to retire early and in comfort. How you achieve these ends – whether by stealing, trading, treasure hunting, questing or a combination of all four – is up to you.

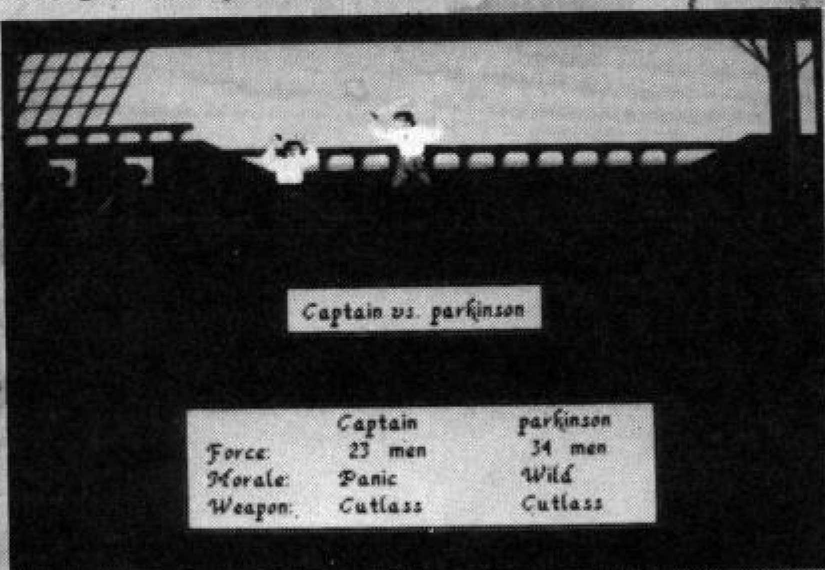
Before you weigh anchor, however, you're required to construct a character from options such as nationality, skill level, special skill (fencing, navigation etc), historical period, special expeditions and so on. MicroProse recommend that new players ignore the last two options and go straight into the main game where you're more or less free to cruise the Caribbean of the 1660s in search of fame and fortune.

Beginning in the harbour of a friendly town, you may visit the Governor for a bit of gossip, a mission or promotion (which can be bought if you haven't done anything to earn it), pop in to the local tavern for more gossip, information and/or treasure maps (at a price) and to recruit a crew. You may also visit merchants to trade food, sugar, goods, ships and cannon or check out information gleaned from whatever source. Once you have won some treasure it's good idea to head for a friendly town and divide it up among your crew. This makes happy sailors and good fighters, although desertion is a higher risk once the swabs have been paid.

When at sea you have the freedom of the Caribbean – although information gained in towns should give you some idea of where to go. A map is provided with the game and this, coupled with the ability to take sun readings, prevents you from getting lost. Weather conditions are fairly stable and you should only really be troubled by the wind (that's Caribbean cuisine for you).

Vessels encountered at sea may be investigated, hailed for news, ignored or engaged in battle; cannons only fire broadside, so confrontations consist of manoeuvring your ship to aim at the enemy, firing and getting out of the way before you get blasted. Each hit depletes the number of men and/or cannon onboard or damages the vessel. Should you decide you've bitten off more than you can chew you may (if not too badly damaged) run away, although this action risks the loss of a ship, should you have more more than one vessel under your command.

Ports are friendly, neutral or hostile. Their attitude toward you determines how best to enter port: attack, sneak into town or



now if only I can make it to the door alive . . . I did, after six or seven attempts, only to discover it was MY ship. I'd gone full circle, silly me.

More exploring soon revealed the Settlement Plot where the game really opens up. The complex is infested with alien beings (mostly inverted pyramids with eyeballs for heads) that require destroying. Shoot them a few times and they turn into pods which, when walked over, provide more power, armour and weapons for your suit. However, get too close to the invaders and they sap your energy at an alarming rate.

The Settlement Plot has five main levels made up of schools, labs, canteens, recreation areas, cryogenic containers, lifts, transporters and so on. Each new location provides more information on the Settlement, its alien squatters and what's expected of you to put things right.

The Colony is a 3-D walkabout adventure (in a similar vein to Incentive's Freescape games) where, using a mouse/keys combination, you explore and react with firstly your own ship, then the planet's surface and ultimately the Settlement complex.

Viewed in first-person perspective, locations are displayed in a basic line-drawing style which may be filled in or not, depending on how fast you want screens to update. Sound FX, although good, are stored on Disk 2 and every time an event or action demands an audible accompaniment (quite often) you're required to swap disks. However, *The Colony* is perfectly playable without sound and you have an option to leave it out, thus rendering disk swapping negligible.

The Colony is difficult to play initially, direction control is awkward, screen update is jerky and can slow to a crawl when a lot is happening in the game. However, perseverance and regular position saving are the secret to advancement and, once in the Settlement, there's so much to explore, examine, use (even an *Aliens*-style forklift) and destroy that game idiosyncrasies become secondary to thwarting the aliens.



ATMOSPHERE	82%
PUZZLE FACTOR	73%
INTERACTION	71%
LASTABILITY	76%
OVERALL	78%

simply sail into harbour.

Dropping anchor near land where no port exists puts your crew in marching mode enabling them to explore islands for treasure and so on. Should you come across a town whilst on the march you are again given a choice of entry. Choosing to attack takes you into battle using muskets and fists. Often, attacks on enemies (whether at sea or on land) results in your having to duel with an opponent using rapier, cutlass or longsword.

Sailing, marching and battles are shown from a sea gull's eye view with your ship or men controlled via mouse, joystick or keys. One-to-one duels are displayed from third-person perspective with adequately drawn/animated characters battling it out horizontally across the screen. All other elements such as trading, visiting governors or talking in taverns are menu-controlled, enhanced by very nice, animated graphics of appropriate persons, places or objects.

Although *Pirates!* runs the risk of becoming repetitive, the few hours of play I experienced on the Spanish Main were very enjoyable. All graphics border on excellent, sound is good and gameplay exciting. The many options available both before and during play provide a vast (or should that be avast) arena in which to experience the life of a hero with at least three ears (explanations next month, if required) and all his buckles swashed to perfection.

Way back in ZZAP! 29, the C64 game only scored 68% – it obviously wasn't eye patch on this version.

ATMOSPHERE	85%
PUZZLE FACTOR	50%
INTERACTION	83%
LASTABILITY	81%
OVERALL	80%



A DARK SKY OVER PARADISE

Interactive, C64 [illegible].99 (cassette only)

In the year 2045 earth's population outgrew the planet, stretching her resources to the limit and giving her a very bleak future. The then newly-formed governing body FourNations (consisting of the USA, USSR, China and the European Community), devised a plan to colonise Mars to cope with earth's overspill. Unfortunately, the plan was plagued by financial problems and earth's economy entered a deep recession.

It is now 2062 (doesn't time fly?) – the colonisation of Mars is still proceeding, if slowly – and you've been summoned to MoonBase, your only instructions: report to Clerical Office 5.

MoonBase is, yes, you've guessed it, a base on the moon. It's made up of three domes, the ClericalDome, IndustrialDome, and the [illegible]huttle Dome; all [illegible] Plastipavement [illegible]s its weary way [illegible]omes' many build-[illegible]se's prime objec-[illegible]ct a rocket capable of transporting to Mars every thing needed to begin colonisation.

Your first task upon arriving at MoonBase is to find your accommodation before the 10:00 pm curfew takes effect – failure to do so results in your being arrested and the game ending.

The Vid-Screen in your accommodation block flickers into technicolour life (when you press its control pad) and Security Guard Thompson requests a morning meet with you in one of the Domes' many parks. Sleep quickly (and automatically) follows leaving you refreshed for the morrow.

Mapping of domes is straightforward, so finding the right park in which to meet Thompson is no problem. As he joins you the serene scene is interrupted by a bomb going off in another section of the park. A quick question-and-answers session with Thompson reveals that a terrorist faction known as the Mining Group are intent on preventing the launch of the Mars rocket.

Perhaps the appointment at Clerical Office 5 will reveal more. Unfortunately, nobody is allowed to start work until midday so a bit more exploring might while away the hours till then.

Reminiscent of Level Nine's *Snowball* and Infocom's *Starcross*, *A Dark Sky Over Paradise* (*ADSOP*) has many locations which bear a remarkable resemblance to one another. This may give the game a large play area but it also leads to tedium as you trudge past yet another security block or admire yet another bed of flowers in yet another park. Also, the futuristic setting is corny featuring Securi-Cams hovering above your every move, Vid-Screens taking up whole walls in accommodation blocks, and Taskbots scurrying around at night cleaning the place up. There are also underling inhabitants called MenialWorkers who serve in pubs and wait in restaurants; to me (pass the soap box) neither of these tasks are menial and I felt miffed at Interactive Technology for regarding them as such. However, the intrigue created by author, Martyn Westwood, as to why you've been summoned to MoonBase and what exactly is going on more than compensates for these minor minuses.

ADSOP was written using Incentive's *Graphic Adventure Creator*, although Interactive Technology informs me that their next adventure (*Weird Tales*) is to be created using their own Zen system – it should be available by the time you read this.

I have to admire Interactive Technology for tackling an adventure such as this 'cause creating a good scenario on the moon is difficult as it's hard to generate an atmosphere.

ADSOP is available from Interactive Technology, PO Box 146, Sheffield, S13 7TY.

ATMOSPHERE	68%
PUZZLE FACTOR	70%
INTERACTION	64%
LASTABILITY	69%
OVERALL	70%

THE GOLDEN FLEECE

17 Bit Software, Amiga £2.50

While playing chess, the King of the Gods, Zeus and his son, Hermes discuss the worthlessness or otherwise of mortals. Hermes suggests that men have valor, courage, and strength worthy of any god. Zeus doesn't agree and, amid claps of thunder and bolts of lightning, he sets Hermes the task of finding a champion among mortals to seek out and return the golden fleece to Olympus. Hermes (sheepishly) accepts the challenge and is warned that his own fate now lies with the chosen mortal . . . does Zeus mean this, or is he merely pulling the wool over his son's eyes?

Although there's no mention of it in the game text, I assume you take the part of Jason (the guy associated with the Argonauts, not with Kylie) in your quest to find the fleece. Beginning in a room with only a lamp for company, a quick reconnoitre of your surroundings not only proves that *The Golden Fleece* (*TGF*) doesn't actually have a lot to do with Greek mythology but also indicates that progress may take some time: I visited over seventy locations, collecting objects along the way without scoring a single point.

Among the objects I found were a rope, a sword, and a piano – typing in 'PLAY PIANO' I received the message, 'You go through your entire repertoire, ending with a rendition of "The Entertainer." '. It was at this point that credibility went out the window. A letter opener and bar of soap found later also helped quash any belief in a mythological scenario.

TGF's play area is large and puzzles, if not tough, are entertaining. The parser is pretty extensive, featuring multi-sentence input, the use of AND and THEN, IT and GET ALL. Unfortunately, the one option it doesn't include which, considering the game title, I thought a shame is RAMSAVE.

TGF's biggest flaw is its lack of credibility. If you're going to write an adventure around Greek mythology then you should stick to that scenario and not feature unlikely characters such as Goblins and Orcs or dubious objects such as pianos and Acme Indian Ropes.

However, as *TGF* is public domain and retails for a mere £2.50 it's not as if the author is trying to fleece adventurers. And although it has its share of oddities they're far outweighed by positive points (good parser, large play area, excellent value for money) and I recommend it to anyone who's forgotten what a text-only adventure is like and who fancies a quick quest with no intruding graphics.

The Golden Fleece is available from 17 Bit Software, PO Box 97, Wakefield, WF1 1XX.

ATMOSPHERE	**56%**
PUZZLE FACTOR	**74%**
INTERACTION	**71%**
LASTABILITY	**68%**
OVERALL	**69%**

THE THIRD COURIER

Accolade, Amiga £24.99

Hey! I could be really corny (what's new?) an' say that *The Third Courier* is out of date 'cause there's no longer much of a wall left in Berlin to divide East and West Germany, so all this spying stuff is no longer necessary (?) . . . but I won't.

You're a top spy, a Moondancer, one of the best in the West but even so your latest assignment is daunting: Three couriers, each carrying a crucial component of NATO's non-nuclear defence plans, are missing. Two are known to be dead while the third was last seen in Berlin. It's your job to find the three components before they fall into the wrong hands.

You're on your own in this mission, but that's the way you like it and, with your superior's advice – 'Trust no one' – echoing in your mind, you fly to Berlin to await further instructions.

Before play begins you need to create an agent. Choose name, sex, age, cover occupation, favourite leisure activity and where you spent most of your life. From your selection, character (health, intelligence, knowledge and so on) and personality traits (such as observation skills, hearing impediment and unattractive appearance) are created. Your personality traits may help or hinder you as play progresses and your experience grows.

A CIA apartment in West Berlin is where your sleuthing commences but before you take to the streets it's a good idea to access your computer and telephone answering machine to check for messages. Then pick up everything that isn't nailed down.

From this point I took a cab to Mission Support to stock up with some spy equipment: Bug Hunters, Bug Killers, Lock Picks and a Photo-Fax (very useful for taking snaps of persons encountered, so you can check 'em out).

Once fully laden with equipment (there must be mega pockets in your suit) it's time to cruise Berlin in an effort to find the three components.

Most exploration is done on foot (taxis cost!) but the Berlin underground is useful if you're in a hurry – you have to be quick though, trains don't hang about in stations.

Fully icon driven, the game is divided into four main windows: Message, location description, location/encountered character



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SPACE QUEST III

Sierra-On-Line, Amiga £34.99

Once again Roger Wilko inadvertently finds himself in the thick of things. Following his gnat's-whisker escape from Vohaul's asteroid he's been enjoying a restful kip within the sleep tank of an escape pod which currently drifts aimlessly through the vast emptiness of a cold, black space. Empty that is save for a huge junk freighter which catches sight of Roger's pod (not a pretty sight) and, believing it to be space junk, beams it onboard to let it rust amid the decaying shells of other unfortunate machines. Roger slowly comes to his senses (difficult for a guy like him) and leaves the now-defunct pod to explore this space-age rag and bone cart in the hope of finding a way out.

The first thing he finds is a warp motivator which looks jolly useful but is too heavy to manoeuvre. A wider exploration reveals the head of a giant robot with one eye missing, an array of old space ships (including a TIE Fighter) and a vertical conveyor belt. Travelling upwards on the belt is no big deal but getting off it before it throws you into a bone-crunching masher is another matter.

Safely negotiating the masher, you come across a machine, complete with magnetic grabber, used to collect junk from the area from which you've just ascended. Playing around with this machine is not only fun but also essential to your escape.

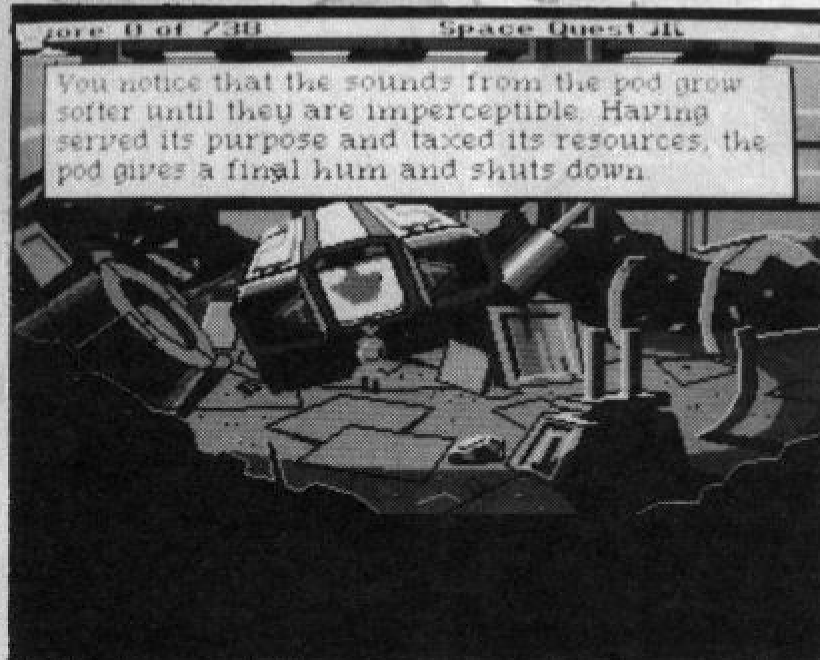
Eventually – should you successfully avoid being mugged by the mutant rats – you find a ship in reasonable condition, repair it and blast your way out of the junk freighter.

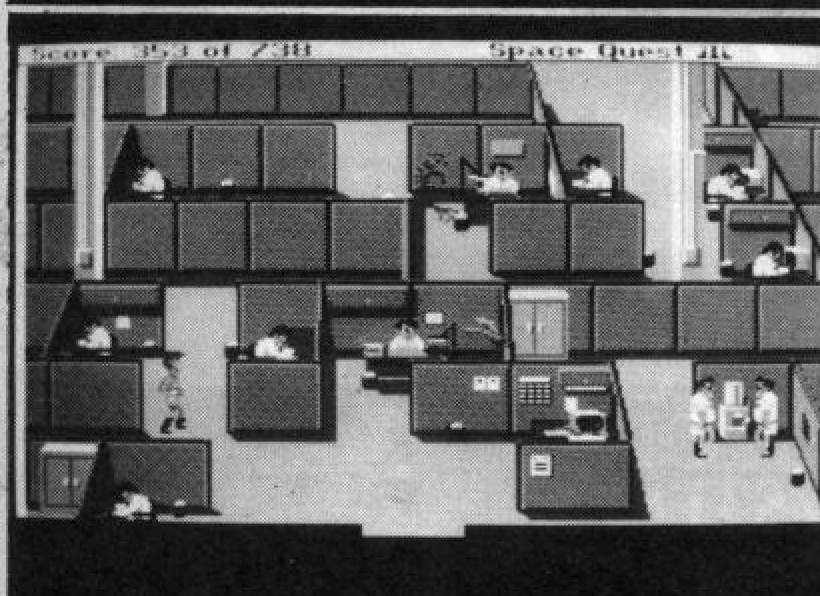
During subsequent space travels you discover that two famous programmers have been captured and are being forced to work for the dastardly company, Scum Soft. As you're a hero born and bred, you can't help but take up the challenge of rescuing them.

Employing keys and/or mouse, you steer a strutting Roger through a 3-D environment, using text inputs to get him to carry out specific tasks. Animation of Roger and all other characters is effective, considering the size and complexity of the game, and detail in background (and foreground) graphics is very good. FX are an improvement on earlier Sierra games (they couldn't get much worse actually) and music, when it kicks in, is suitably jolly.

At £34.99 it's not everybody who can afford Sierra (little car joke there) games, especially when – without wishing to brag . . . much – it's possible to complete one in approximately seven hours (give or take a couple for disk accessing). Making the cost of playing *SQ3* about five pounds an hour.

However, even though the ending is less than enthralling, I regard it as well worth the buckazoids 'cause it's incredibly enjoyable to play, and there's more than one solution, so in a couple of years you can play it again, in a different way.





ATMOSPHERE	93%
PUZZLE FACTOR	67%
INTERACTION	91%
LASTABILITY	56%
OVERALL	82%

graphic and trait/options. Other options such as action and inventory exist as pull-down menus.

Everything in *The Third Courier* works well and looks good, graphics are nicely detailed (although animation is limited) and screen layout is neat and easy to read. Unfortunately, gameplay involves trudging through Berlin, in the hope of coming across an interesting or important location; decidedly dull. A small icon appears in the location description window when you're near an accessible building but don't get excited! Most of the time you stand in the room (whether it be a shop or restaurant) like a lemon wondering what to do next before eventually leaving to look for something more interesting to do.

There also appear to be only three types of person on the streets of Berlin: policemen (carrying a gun around is a good way to get to see the inside of one of their cells), drunks and panhandlers. These characters become particularly tiresome when met for the tenth time.

Good sound effects enhance the smart graphics. However, during the inappropriate title music I fully expected to see a clown dance across the otherwise-atmospheric screen – I was disappointed when it didn't.

If exploring Berlin, talking to drunks and visiting every accessible establishment on every street in an effort to find the odd clue sounds like fun to you, well, I recommend this sleuthing RPG. Otherwise forget it.

ATMOSPHERE	32%
PUZZLE FACTOR	47%
INTERACTION	65%
LASTABILITY	27%
OVERALL	43%



ZZAP! MEGATAPE 8 INSTRUCTIONS!

DOMINION
(Thalamus)

Picture a colony in the far reaches of space, a huge colony hewn out of rock on the populated world known as Lamina. *Dominion* is set in a series of corridors descending into the planet. At its heart lies a radioactive hell spewing out death-dealing energy to the surface. A construction team is busy trying to build a defence and needs the ore badly. Starting in the top levels of the station you're charged with the task of venturing deeper and deeper into the planet, finding ore for the construction crews.

Unfortunately, a passing alien fleet has decided to enter Lamina's corridors, eager for radiation to power their ships. They do not look happily on attempts to cut-off the radiation. The battle to calm the escape of the radioactive gases is never-ending, but if you reach the 20th rank you'll die the most honoured of heroes. After all, who said life was fair?

THE GAME
You are in command of the Dominion, a single seat craft initially armed with a plasma laser, and a tractor beam for capturing alien defences. The objective is to penetrate the station's twisting corridors while delivering ore to the radiation shield construction teams. Radiation constantly erodes your cargo so reaching the trading posts quickly is vital. But hitting the sides of the tunnel costs energy. When you arrive at the trading post the three types of ore can be traded for add-on systems. HELD displays the ore in the ship hold.

All ports have a reasonable supply of ores, although market prices vary considerably. Use the joystick to select an option then hit B or S to buy/sell. Use left/right to move along the four quantity digits, using the number keys to change the digits. Press RETURN to transact.

The overall trading strategy is to make sure that you always have some Ore C, as this is attacked first by radiation before Ore B, and finally the valuable Ore A. You can sell off Ore B to raise the capital to buy more A or C etc. Try and reach as deep a level as possible and you can sell Ore A at very high prices. Trading posts can also repair any ship damage.

ADD-ON SYSTEMS
Boosters: these can be hired for one tunnel at a time. They convert power from your guns (disabling them) into speed, so enabling fast progress through the most radioactive tunnels – thus minimising ore damage. A licence must first be purchased, (select the option then Y to transact). For each tunnel, a hire charge is levied: Y to transact.
Out-Phase Gun: A far more powerful main gun, will allow you to scythe through opposition. Again Y to transact.

It's all very well moving around the uppermost level but to get the BIG points and rise through the ranks you need to go down a few levels and risk the higher, faster ore-eating radiation. To go down a level you need to get a lift pass by using the tractor beam on one of the common black alien craft. To tractor-beam it let it fly in front of the Dominion (using the blue scanner running across the status panel to locate them), move behind it so that the TARGET indicator lights up yellow and use the tractor beam on it. The alien is drawn to the craft and when you reach the trading post it can exchanged for transportation down a level. A Brown Lepton ship will give you a vital cargo shield if you shoot it once to disable it before tractor-beaming it and returning it to the trading post.

The alien opposition comes in many forms, getting particularly nasty the deeper you go together with higher radiation. Aliens start shooting back, some try to ram you, others merely pester and some even set up mines complete with guards to drain your engine-power as you go by. (Use the two throttle controls to trim the engine performance if one malfunctions).

Watch that the radiation count doesn't start to affect the transmission of visual data with the screen darkening or lightening as the sensors receive radioactive damage. If this happens stop everything and change the Video output level to rectify the situation.

Your gaining a rank is based on how efficiently you trade, the number of wall collisions, the number of shots fired, the number of shots that hit/miss and more. Can you reach the 20th rank?

JOYSTICK CONTROLS
Left/Right – Left/Right (Logical enough)
Up/Down – Dive/Climb
Fire – Fires plasma gun (if 'RANGE' indicator is high)
– Activate tractor beam (if 'RANGE' indicator is low)
– Double click of fire button and then held down with up and down accelerates/decelerates the Dominion

Function Key Controls

F1 – Adjusts the firing/tractor beam range
(F1 raises slider – Shift & F1 lowers slider) (Bottom of slider = maximum tractor beam range) (Top of slider = maximum gun range)

F3 – Adjusts the Video output level
(F3 raises level – Shift & F1 lowers level)

F5/F7 – Controls throttle for left and right engines.
(F5 raises left engine speed - Shift & F5 lowers it)
(F7 raises right engine speed - Shift & F7 lowers it)

Extra Keys

Space Bar – Launch the Dominion from the trading post
Shift & Run-Stop – Abort the game

CREDITS
Game concept, design and programming – **Paul O' Malley**
Sound – **Martin Walker**

MUSIC SELECT SYSTEM 2
(Apex) SIDE A/B

If you've got on down to the sonic accompaniment of *Cyberdyne Warrior* and *Retrograde* you'll be pleased to hear that on this very Megatape you can get on down to a selection of all-new Apex muzak! To load it up insert the rewound tape in the C2N cassette deck. Hold down SHIFT and press RUN/STOP and follow the on screen prompt by pressing PLAY on the C2N. In no time at all the marvellous Music Mix will have loaded and you can press the relevant number on the keyboard to listen to each tune and RUN/STOP to stop the current tune. Jam Hot!

OH NO!
(Sensible Software)

THE GAME
It is very late in history and cows are quite an important source of comfort for the people of the galaxy. So much so that rustlers are prepared to risk life and multiple limbs to get their greedy tentacles on them. Each cow is protected in a sphere and you pilot the viciously beweaponed cattle rangers' craft *Badjak* to stop the spheres being snatched.

PLAYING THE GAME
A joystick in port 2 controls the fighter. Run/stop toggles pause. Q quits in pause mode.

All you have to do is protect your cows through nine levels of eleven planets.

The rustlers start from the sides of the play area, work their way to the nearest cow, then they pick it up and take it to the edge of the play area, where it gets eaten. Sometimes one or two creatures will enter the area, the arrival of which will be hailed by the score panel flashing. The first of these is a teleporter, which will hyperspace you a bit if it hits you, and the other is a machine which will deposit another cow if you shoot it. Other aliens whiz around and bother you and some even reproduce. Thank heavens for your boomerang . . .

ZZAP! MEGATAPE 7 © 1990

If your amazing ZZAP! Megatape proves to be faulty, have no fear. Just bung it in a jiffy bag and send it to *The Young Doctors, ZZAP! Tape Clinic, Newsfield, The Case Mills, Temeside, Ludlow, Shropshire SY8 1JW. We'll look after it well, and send you a fully fit replacement!*

FOREIGN ZAPPERS!

Due to export distribution methods we have been unable to supply the amazing Megatape 7 with this issue, however for the measly sum of £1.99 (Sterling UK, inc p&p), we can send the tape to you direct by super-fast air mail. Cheques should be made payable to Newsfield Limited and sent to Export Megatape 7 Dept, Newsfield Ltd, Ludlow, Shropshire SY8 1JW, United Kingdom.


"HOLY MOLEY.. THE HERO OF THE 80's IS BACK.!
IMPOSSAMOLE
Monty's escapades have given him an island in the sun and more money than even a moleannaire could ever spend. Chosen by aliens to vanquish the Five Guardians Monty is now given Superpowers. Follow his latest adventures as he threatens to destroy all, including himself.
AH BLISSZZZZ – THUD – WHAT WAS THAT?
HELP! – AN ATTACK BY GIANT COCONUTS.
OH NO! – CAPTURED BY SOME ALIEN "THINGIES".
WHAT'S THIS – A GIANT MOLETRAP – ZZAP!!
CHANGED BY ALIENS INTO IMPOSSAMOL
READY FOR ANY MISSION – NEARL
GERRRONAMOLE!!
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Available on:
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All mail order enquiries to: Gremlin Graphics Software Ltd., Alpha House, 10 Carver Street, Sheffield S1 4FS. Telephone: (0742) 753423.

CREATURE FEATURE

Yes, the Diary is back – well, you asked for it! What's more, to make up for lost time we're giving you not one, but two personal accounts of Thalamus's latest blockbuster. Covering all aspects of the game are the Rowland brothers. They may not be as famous as the Bitmap Bros – yet – but at least they're real brothers, with John handling the programming while Steve provides the graphics. Collectively known as Apex Software they made their debut with the Sizzling *Retrograde*, while their previously written *Cyberdyne Warrior* added sparkle to the recent *Fourth Dimension* compilation. For the next few months they promise to divulge all the sordid details of their private lives, the development of local fast-food establishments, and maybe even something on their latest project: *Creatures*

Having spoken to Rob Hogg at ZZAP! this afternoon (April 4th) and agreeing to do a diary of our current project, we now deeply regret getting up this morning (hold on – we deeply regret getting up every morning) as we realise that we have to take note of most decisions and discoveries made to the game.

Unlike the previous four diaries (Andrew Braybrook – *Paradroid*, Jeff Minter – *Iridis Alpha*, Andrew Braybrook – *Morpheus* and Martin Walker – *Citadel*) this one doesn't pick up a game from conception as we are about a third of the way through it already. But don't worry as in this instalment we will be summarising the last few months work, taking you from the creation of the game to its current stage in development.

Incidentally the game is called *Creatures*, which is an abbreviation of 'Clyde Radcliffe Exterminates All The Unfriendly, Repulsive, Earth-ridden Slime' (or something like that anyway).

In contrast to our last game *Retrograde* (you may of heard of it, well then again. . . .). *Creatures* is not an 'all out – shoot anything that moves – serious shoot-'em-up'. By the time we had completed production on *Retrograde* we were sick to death of alien-bashing. *Creatures* is a 'cute' game – with friendly, furry, fluffy little animals not butch, laser-firing aliens from outer space.

Anyway, let's get on with telling you how the game got to the stage (or should that be state) it is today . . .

SOMETIME AT THE BEGINNING OF JANUARY

JOHN: I now have three different horizontal scrolling methods to choose from, including one which has 'true parallax' (like *Hawkeye* but with a moving background, wow!). The first takes too much memory, the second uses too much computer horsepower but the third little piggy went wee wee wee all the way home! (No – stop, the men in white coats are coming). What I meant to say was the third scrolls 304 x 192 pixels at speeds of 0.5 to 8 pixels a 50th [of a second] with colour scroll on every character. Perfect! So naturally we'll make it a flick screen game instead (just kidding).

STEVE: Been sketching loads of ideas for the graphics on the first level and have since been recreating them on-screen (which look totally different to my original drawings). I also designed the main character of the game and named him Clyde (and why not?).

Talked to John about changing his control mode (Clyde, not John) in different environments (eg swimming when in water, skiing on snowy mountains etc). After John picked himself up off the floor in hysterics the answer was a big 'NO WAY' but I'll keep bugging him about it.

LATER IN JANUARY

JOHN: Having finally refined the scrolling routine and uploaded some graphics we still think there is not enough colour on the screen. So, in with some trusty colour splits (as in *Cyberdyne* and *Retrograde*) which make the graphics look awfully pretty (pretty awful).

It's now time to knock up the movement of our fluffy fuzzy. We hate games which have slow, cumbersome control modes so we try to make ours as playable as possible. I've been thinking about changing his control as he goes through the game (as Steve suggested) and have decided that it's not that bad after all. Now when Clyde falls into water he gains a diving helmet (complete with bubbles) and a limited supply of oxygen. Steve is so much happier.

STEVE: I have some good news and some bad news. The bad news is our local Wimpy (in Chelmsford) is closing down, but the good news is that it's reopening as a (drum roll) BurgerKing (yum-yum – the best burgers about). Back to the not-so-important news about *Creatures*. Finished the level graphics and want to do a map so all I need is a map editor (hint, hint John). Started working on the first piece of in-game music with some pretty decent results considering it's in one voice (with two voices for SFX).

Started the second level graphics which are designed with a light blue background colour, not black as with the previous level. This looks colourful and gives a rather tasty effect of daytime. This then gave us the idea that the levels could alternate between night and day.

THE BEGINNING OF FEBRUARY

JOHN: Took a break from the in-game routines and started the 'Get Ready' attract sequence. Instead of just the standard Get Ready most games have (yawn)



▼ The map screen for the first level, one of the many attractive presentation screens which Apex excel at.





▲Faceless and dumb the shopkeeper still needs plenty of work.

I threw in a scrolling level map for good measure. So now you can get a sneak look at what's ahead (aren't you lucky?). I also put the 'music on/off option here instead of the title screen, enabling you to change the sound parameters during the game.

In preparation for a demo of *Creatures* I spent a couple of hours putting together a neat little front-end screen. From here you go to 'Get Ready' and then to the game itself, giving a good feeling of how the final game will gel together.







STEVE: I had to create a map of level two for the demo which meant me staying up all night working (boooorrrring). I also discovered a new way of designing graphics – with my eyes shut (John prefers them that way).

Instead of the standard single character alphabet, we added a larger size (2 x 2) as we did in *Retrograde*. John uploaded this and put it onto the title screen.

ABOUT THE MIDDLE OF FEBRUARY

JOHN: I've written a little map editor for Stevie so he can create a scrolling level out of his graphics. I always seem to spend a lot of time writing editors. For *Retrograde* I wrote seven or eight, ranging from sprite editors to nerve-centre editors (what a BIG waste of time).

We finally found some poor mug to sign up our game, mentioning no names (Dave 'GTE I6V' Birch) on behalf of some software company called. . . . erm . . . urr . . . . Thalamus – that's it. (Don't know if you've heard of them – cos we haven't). Oh, by the way, some mega important news: Burger King opens soon.

STEVE: Completed the Get Ready music today which suits the part quite well. A lot of my music is influenced by (copied from) the style of music we listen to. This isn't the usual 'hippy-image' Pink Floyd type music (not that there's anything wrong with that (Jeff)) but is closer to House/Dance music, which is a good thing as half our lives are spent in nightclubs (The Dukes Experience (Chelmsford), TOTS and Mr B's (Southend), Hippodrome (Colchester) etc).

Started researching into 'cute' aliens which unfortunately meant both of us going to Southend-on-Sea and playing arcade games all day (it's a hard life – but somebody's got to do it).

▼ Yeah! John finally gets Clyde his snorkling gear!



Spent a lot of time (and dosh) playing cute games such as *Mr Wardner, Galaga '88, New Zealand Story* etc. We also enjoyed playing *Airbusters* and *Megablast* (both horizontal shoot-'em-ups).

MARCH HAS ARRIVED

JOHN: Time to get aliens bouncing around the screen. We had to work out the approximate number of aliens which will be needed on-screen (off-screen ones won't be much good). The magic number we came up with was 15, plus the player sprites and bullets, plus the status sprites amounting to somewhere in the region of 26 (which I think I can handle).

It's here at last, Burger King is open! No more trips to Southend and Leicester Square. So Steve, Darren (our chief playtester for *Retrograde*) and myself now have a table permanently reserved there.

Dave 'JLG' Birch came over from Reading (the location of Thalamus HQ) together with John Wildsmith, who has the job of converting *Creatures* to the other 8-bit computers. The main reason for the visit was because Dave wanted our autographs (on the bottom of some contracts). But, the most important part of the day was the 'all expenses paid' lunch in (you guessed it) Burger King.

STEVE: It's time we had a new SFX editor so Rob 'squidgy' Ellis came out of retirement and accepted the task. A week or ten later we had a copy in our hands and will now use this in the game.

Yesterday I was doing the title music on the C128, which was being blasted from six speakers around the office, when suddenly half of them cut out. Being technically minded I grabbed a handful of cables from behind the amplifier and gave them a yank. This, however, was not a good idea as one explosion later we needed a new roof, some fresh underwear and a new sound chip. Today saw the C128 in bits and the insertion of its third SID chip.

MARCH'S MIDDLE MEMOIRS

JOHN: The aliens are coming (scream, shriek – run for your lives)! I now have all the enemy sprites moving and animating. Not only do their images animate but so do their colours (making for a pretty colourful screen). We've decided to make the aliens do more than just die when hit. We want some of them to react somehow – maybe mutate into other aliens or something (I'll have to think about this – yes, I do think every now and then).

We now know how each level is going to be structured. We're going to split the horizontal landscape into two, and insert a 'shop' in between (oh my God, they've gone and put another shop ih). On completion of the second half of the level Clyde will go into a 'Torture Chamber' where he'll see one of his mates about to die (something gruesome, like being tied to a conveyor-belt approaching a circular saw). If Clyde saves his friend he will again go into the 'shop' to upgrade for the next level.

So as you can see (unless you're blind – in which case how are you reading this?), each level is going to be quite large. We're aiming at five or six levels for the game, it's really a matter of how many we can fit on the disk (with *Retrograde* we couldn't fit all the levels in the standard space allowed, so we had to squeeze data in areas not normally used).

STEVE: We've come up with a system to upgrade your firepower. Throughout the level Clyde must collect 'magic potion creatures' which will be taken to the 'shop'. This will be in the form of a witch's hut. In here is a foul, ugly, grotesque witch who will, when given creatures, mix magic potions for you. There will be a selection of potions available all needing different ingredients.

Drinking a potion will not change his current weapon but will add it to the weapons available during the game. This means that all the weapons you ever get can be chosen during the game at a flick of the joystick.

Whilst glancing through the latest issue of Playboy (courtesy of playtester Darren – who prints it!) I changed my mind about the appearance of the witch. Instead of making her foul, ugly and grotesque (like John), she's going to be a 36-24-36 centrefold (unfortunately clothed).

Well there you have it, the end of March is approaching and so is the end of this instalment. Join us next month when we'll be giving you a report on Burger King, The Dukes Experience and, space permitting, *Creatures*.



DELIVERANCE
Stormlord II
Underground in Hell, is where Stormlord commences his mission to free the fairies held captive by followers of the wicked Black Queen.
Travel through caves, mines, crypts and forests until eventually reaching Heaven, where Stormlord will face Saint Peter himself.
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NICK

ZZAP! RRAP

Aarghh! Life in the Stalag is beginning to take its toll. Endless cups of bleach from the Scorelord's vending machine have turned my hair snow white. Mind you, the team's underwear has never been so clean! But with nobody sending me a file, or even a fruit cake, I haven't yet been able to make my escape. Meanwhile, Phil and Robin tried to stage a rooftop protest but they're both scared of heights so the nearest they got was standing on a coffee table, throwing a few coasters onto the floor.

My only comfort in these darkest days is your letters, and this month there have been both some very interesting entertaining ones. I wonder if they include some coded escape messages from my friends on the outside . . .

NOT-SO-COOL AMIGA

Dear Lloyd

I am a moaner. I never considered myself as such, but the more I read the Rrap section, the more I have to accept this as a fact. It's because I'm a 64 owner, you see, and I just happen to think that the world would be a profoundly better place if ZZAP! remained faithful to the 64. Not the most radical of opinions, I would have thought, but recent developments on the magazine scene would appear to belie this: one of the few remaining Commodore mags has finally had the honesty to remove '64' from its title. No longer will 64 owners rashly spend £1.50 only to find that some peoples' definition of 64 coverage is one monochrome review and a map of *Jet Set Willy*.

Since I am to be called a moaner, I would have my moan: I'm a tad peeved at Amiga owners writing in and telling 64 owners to 'stop living in the past' and to not 'get in the way of progress'. After giving it a little thought, however, I began to understand, and so developed the following theory:

Imagine the scene: after flogging their 64, the nouveau-Amiga owner sits in front of his/her new purchase, £400 out of pocket and desperately excited. Then they slot in the *Wizball* disk which they got free with the starter pack and, after two minutes of play, doubt sets in. It looks awfully nice, but, let's be honest, it has the playability of a medium sized sofa. The sudden realisation of this brings on an attack of Captain Paranoia. 'Oh God, What'll I do?' thinks the Amiga owner, and then decides to go to his friendly neighbourhood newsagents to size up the magazine support: oodles and oodles of Amiga mags, bursting with free disks. And then . . . what's that???!! a 64 magazine that's got more coverage of an archaic abacus than of the holy, God-like Amiga!! Panic ensues and then a barrage of anti-64 letters. It eventually wears off, and these fascist tendencies are suppressed.

Let's be honest, these people are a bit rude, trying to dictate the subject matter of ZZAP! If I bought a brand-spanking new Zanussi fridge-freezer with a special drinks dispenser, I would not subsequently write to 'What Hi-Fi' and demand coverage of said fridge-freezer. I would not expect a page devoted entirely to tips on the secrets of home freezing. I would not send bundles of letters telling Sony owners to stop living in the past, Zanussi fridge-freezers are the way forward.

For a start, people who say that the Amiga will phase out the 64 must be living in a special intellect-free-zone. Comparisons with the Spectrum phasing out the ZX81, and the 64 phasing out the Vic just aren't relevant. The main competitor for the Amiga is surely the ST. I remember the death of the ZX81 (I was a ZX81 owner at the time, and I feel no shame admitting it). The reason for its demise was due to its proximity in price range to the Spectrum. People would much rather have paid £100 for a Speccy than £60 for an '81 with a poxy ram-pack. The survival of home computers is dependent upon it finding its niche in the market. The Atari 2600 video game console is still available after all these years, because it has always been competitively priced. The price of the Amiga, like the computer itself, is in a different class to the 64. Of course, I'm sure most of us 64 owners would love an Amiga, resplendent in its 16 bittiness, but we can't afford one, so I think we'll happily make do. Personally, I enjoy the Amiga coverage in ZZAP!, and I think the balance of coverage is a fair one. I can't see ZZAP! abandoning the 64 in the foreseeable future, so Amiga owners will just have to put up with ZZAP!'s limited coverage, and the three hundred Amiga-only magazines undoubtedly available.

Another point I'd like to make is about the classified-ads in ZZAP! The prices are a bit on the steep side, aren't they? I realise that the price people put on their second-hand machines is nothing to do with the magazine, but I think it is an issue worth raising. In any given issue you can usually find several ads that read like this:

'**C64 for sale,** with disk drive, 2 joysticks, C2N (important and exciting initials which mean "tape recorder"), and software to a value of such enormity that the national debt of Brazil looks like an orphan's pocket money in comparison. Special price £400 (wot a bargain!!!) (Amigas accepted)'

It's obvious that these people want to trade-up to an Amiga, but must they be so unrealistic? A set up like this is worth a lot, but for the same money you can buy a computer that's twice as powerful and already contains such luxuries as a disk drive. So what I'm asking for really, is for 64 owners to be a little more realistic and for Amiga owners to die of some horrible skin disease.

Steve Williams, Liverpool L16 3BN.

Anybody want to buy an old Hermes typewriter, with keys, ribbon (well, an old tattered one), and £10,000,000 worth (by my reckoning, anyway) of special autographed Lloyd Mangram paper (recycled from old bags)? Only £5,000 the lot. It's a bargain!

LM

SPECTACULAR SPECCY?!?

Dear Lloyd

I'm going to shoot somebody somewhere sometime. Firstly, Spectrums. There are about THREE 'Spectrum only' magazines: CRASH, Your Sinclair, and Sinclair User. And how many magazines cater for the 64 only – NONE!

There is only magazine that is any good for the C64 and that's YOU! But your price has gone up and you'll soon no doubt be be an Amiga-only magazine. £1.50 – AAARGGHHH!!!

Oh, by the way, look at the Spectrum mags: demos galore! Two cassettes stuck to the front sometimes! *Chase HQ, Double Dragon II, Untouchables* demos. Plus pokes!!!

Where are our demo cassettes? Last time I saw a C64 tape stuck to ZZAP! was well over 7 months ago!!! C'mon ZZAP! No wonder Speccies are more popular . . .

Matthew Robinson, Goldington, Bedford

There's a brill Megatape on the front of this issue (unless some unscrupulous person has nicked it!). And there'll be more to come since we'll always cover the C64, there's no way we're switching to Amiga-only as long as there's C64 games for us to review. As for Spectrum mags, the grass is always greener on the other side. But haven't you ever seen Spectrum graphics?: surely nothing to be jealous about!

LM

ZZAP! RRAP



WHO WANTS TO LIVE FOREVER?

Dear Lloyd
Infinite life pokes are so boring. I appreciate the fact that most people (including myself) need help to finish certain games, but infinite lives is way over the top; it's just handing you the game on a plate. The thrill of seeing a previously 'impossible to get to' level is marred by the fact that you didn't earn it. The rush of adrenalin is replaced with a matter of fact 'oh that's what the last level looks like, is it?' and another game is discarded never to be played again.

If the usual three lives were doubled (or even trebled for the harder games) that would be enough to finish most of them, and still keep the urgency not to lose a life at all costs in it. Infinite lives are a total cop-out.

So come on all you clever dicks who write these pokes, give us our mortality back! Of course if the games were easier in the first place. . . .
Mick Hopewell, Nottingham NG5 8BE

PS. RIP CU. Long live ZZAP!

Robin reckons that by changing the poked value you can get various numbers of lives. Something like that, anyway – it's all gibberish to me!
LM

QUESTION TIME

Dear Lloyd
First I would like to say that ZZAP! is brill. And now, wait for it, I've got a few questions for you.
1. When are Ocean going to change that awful loading music that they always have on cassette version? It's driving me bonkers.
2. My friend has got an Atari 65XE, and he can't get any decent software for his machine. Why is this?
3. When is *Hard Drivin'* going to be released for the C64? – all the other computer versions were released ages ago.
4. What's happened to the tips line, everytime I ring I get the beast from old Ludlow town.
5. Where is Ludlow anyway? – I've never heard of it!
Keep up the good work.
Phil Jones, Oldham, O14 2PS.

1. Soon, I hope. With so many successful games that music is getting a bit overly familiar.
2. A tough question really, since the XE is the console version of the XL computer, which could well be the best of the original 8-bit machines. Its version of Dropzone was superlative. Yet neither console nor computer enjoy anything like the software support of even the Amstrad CPC today, let alone the Spectrum.
The reason lies not with hardware, but with marketing. The Atari was never really pushed over here, and never made the breakthrough into the mainstream in the way the C64 did. Only in the States did the XE/XL achieve success, but even there it wasn't huge. Probably this failure has much to do with Atari's severe financial problems in the early Eighties. Whatever the reason, software houses here never supported it because enough people never bought it. It's a sad fact which must haunt every new manufacturer of hardware, but marketing is at least as important as hardware. And timing – hitting the market when there's an opening for your machine – perhaps most important of all.
3. Hard Drivin' must be one of the toughest games to convert to C64, and Domark are certainly taking their time. If they succeed in producing a great game it'll be miracle.
4. It was announced some months ago that all the hotline numbers were being suspended due to the delay in putting them on. Anyone who desperately wanted the hotlines was asked to write in supporting them. So far the response hasn't been overwhelming!
5. Ludlow is a tiny little town in Shropshire, notable only for Stalag Newsfield and a race course where Phil periodically loses all his money.
LM

WHERE THE F-29 IS IT?

Dear Lloyd
I wonder if you could clear up a small mystery for me? In the April issue of ZZAP! (which I purchased in mid-March), *F-29 Retaliator* was at number three in the Amiga top ten games chart. However, every games dealer I have visited, including the large Virgin Games Centre on Oxford St. in London, say that *F-29* has still not been released on sale yet. In view of this, how has the game appeared in the charts at all? Gary Chapman, Kent, ME5 0BD

This has caused a fair bit of controversy, with one not particularly bright dealer phoning up to accuse us of rigging the charts when we printed the first of the new charts – which clearly stated that they represented the reviewers' personal opinions, since no reader chart entries were coming in then. Since then readers' charts have been pouring in, all painstaking inputted by Robin to make sure they're completely accurate. Yet while we've played F-29, I don't see how the readers could have. Some of the votes, I'm sure, come from C64 owners while others are coming from Amiga owners, drooling over the most impressive piece of software we've seen for it. Indeed F-29 has already won one foreign award as best flight sim. One thing's for certain it can't be delayed much longer, the new Amiga pack includes it and I can't see Ocean holding that up!
LM

QUALITY COUNTS

Dear Lloyd
I can still remember the day I picked up Issue 1 of ZZAP! in my local newsagents and flicked through the pages. It was like a dream come true, after months of searching I had found the ultimate C64 games mag, the standard by which all other mags would be judged.

Thankfully the ZZAP! standards have remained the same, still full of fab reviews, news, offers and the best tips section in the world, although it should be much bigger.

Even though I've recently 'upgraded' to an Amiga 500 I'm still sticking with ZZAP! Your decision to review Amiga products only strengthening my decision as there isn't an Amiga mag to match you on games and tips. How about a coverdisk for the Amiga users instead of a C64 tape? As to those who moan about the number of pages, it's quality not quantity that counts. Well that's all I've got to say except that ZZAP IS HERE TO STAY!!
P. Cheshire, Rotherham, S65 2JQ.

Thank you very much, sir. You should be writing trade ads for us!
LM

WHODUNNIT?

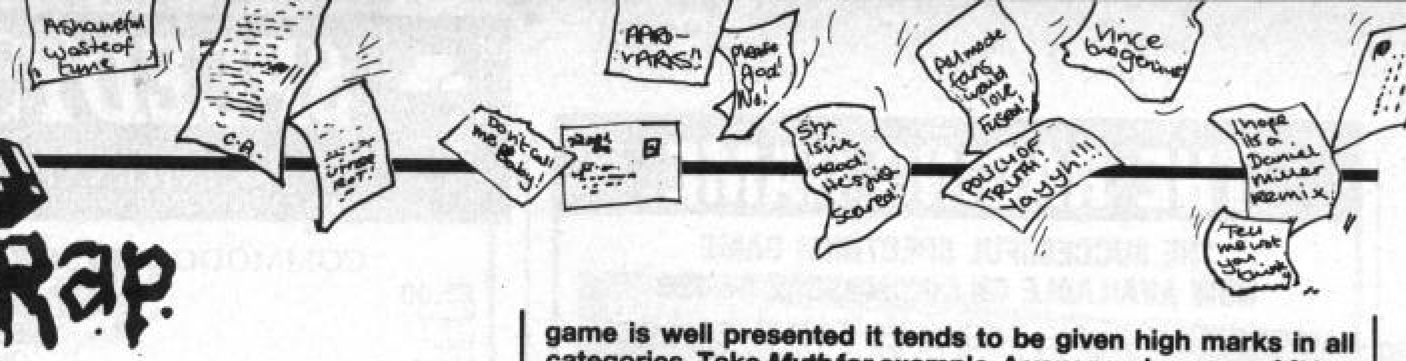
Dear Lloyd
I just thought I would write in to tell you how pleased I am that The Challenge has returned because its brilliant, but is it here to stay?

By the way, who is replacing Stuart Wynne the rather dead Ed? That reminds me I think I know who killed him, all the clues point to, wait for it . . . ROBIN (I like flight sims) HOGG. Yes, sir, that's the one, I could point him out at 50 yards – probably.

Oh yeah, have you got any tips for Psygnosis's brilliant game *Blood Money* on the Amiga which work because the one where you pause it, press help, then press 1 and 2 on the keypad for more money and lives doesn't work.
Sam McKinley, Surrey, KT22 9EJ

According to Psygnosis there aren't any cheats whatsoever for the brilliant Blood Money. This might be a fib to avoid us pressuring them into divulging it, but probably not. A pity because it's almost as hard as it's wonderful, particularly on level four. C64 owners can look forward to a conversion soonish.

As for the Ed, police still believe the one-legged Albanian is responsible for the murder attempt and are making sure he confesses at this very moment. Another suspect, namely the Scorelord, has been cleared as (1) all the evidence points to him, (2) he's got diplomatic immunity as an alien, and (3) a spaceship with very powerful disrupter guns.
LM



ZZAP! RRAP

SOFTWARE NOT LOOKING GOOD?

Dear Lloyd
I have recently started programming in machine code and hope to program games software in the future. Therefore I thought it might be useful to review all the games I've played and try to find out what makes the good ones better than the bad ones.

I estimate I have played about 200 games on the Commodore 64 and thinking back, I was shocked to realise that only about thirty of these provided any lengthy periods of addiction. A lot of them were fun for a while, but ultimately a waste of money. If this is coupled with the fact that I very rarely buy games that score less than 80% in ZZAP!!, it becomes apparent that there is something wrong here. Either I am incredibly fussy, or there is a lot of worthless software about.

Before everyone immediately decides that I must be incredibly fussy, I urge you to think back over all the software you may have bought. Did you play the games because you were addicted to them or enjoyed them, or was it just to justify the price tag? I find that if I buy a game I do not enjoy, I'll play it anyway – to try and get some value for money.

So, the question I now ask is how is it that games that I do not enjoy get rated so highly? I believe reviewers are too easily biased by good presentation, good graphics or good sound. If a game is well presented it tends to be given high marks in all categories. Take *Myth* for example. A very good game – a bit too easy to finish – but very good. However some of the ratings were much too high – even the Maniacs of Noise thought sound was overrated!

I bought three games over Christmas – *Batman, Myth* and *Turbo Out Run*. All of these scored over 90% in ZZAP! and yet I was only satisfied with *Myth*. The other two I finished within 48 hours and rarely return to. I think *Batman* must be the most overrated game ever – 97% lastability for a game I played for a week! The only accurate rating was hookability. *Turbo Out Run* was spoiled by the impressive presentation. I do not usually mind multi-load games, but when a game takes longer to load the intermission screen than it does to load the actual levels I draw the line.

I was going to list my top ten games for the Commodore 64 but found that after about six very few actually stood out from the sea of mediocrity. Therefore I present my top five.

1. Paradroid – the best computer game ever.
2. Impossible Mission – the second best.
3. Microprose Soccer – the best sports sim.
4. Dropzone
5. The Sentinel

Many people have written to ZZAP! saying they think that 16-bit games will not be as good as 8-bit games, playability wise. I believe there will be very good games on 16-bit machines as soon as programmers learn to put playability before presentation. Unfortunately with 16-bit power this may take some time. However if you consider games like *Tetris, Thrust, Zenji* and *Atron 5000* it would seem this is what makes a good game.

In many reviews the phrase 'The desire to see the next level is strong' is quoted, and its preserve usually is conducive to high marks for hookability, lastability and a high mark overall. All these marks, therefore, are being awarded mainly due to the graphics in the game, not the action or gameplay. Is this why thousands of people buy games, just to see a screenful of brightly coloured pixels? Are people spending bucketfuls of cash just to hear a multi-coloured mega alien go 'KABOOM' in stereo?

Actually, thinking over the last two sentences, I've just changed my answer. Yes I suppose there are thousands of people buying games just for the graphics, or just for the sound or just to say 'Ha! Look, your Spectrum can't do that!' It's quite sad really. For example – I wonder how many people will buy *F-29 Retaliator* for their Amiga just to see the graphics, and then forget it because they don't like Flight Sims. Quite a few I should think.

When you come to think of it, it is a paradoxical situation that in order to find really good games the best help you could have is bad presentation, poor graphics and lousy sound. Then all that would be left would be the game itself and if you'd still play it then you're playing for the best reason – the game itself, not the effects. Witness *Tetris, Thrust, Zenji, Zolyx, Boulderdash, Atron 5000, Hercules* etc etc. . . .
Mark Neesan, Rugby, CV23 0DE.

If you think good graphics get in the way, perhaps you'd like to swap your C64 for a ZX-80 then?! Or how about a Casio calculator, or maybe even a Hermes typewriter? However, the reviewers say they're so worried about being swayed by good presentation, they're going to try playing games with the monitor turned off. But seriously, if they were so influenced by amazing graphics then how come Space Ace (with a 91% graphics rating) only got 58% overall with comments such as 'this is a classic case of nice presentation, shame about the game'?!
LM

MORE POINTS THAN MAN UTD

Dear Lloyd
Just a few points . . .
1. ZZAP! is the best mag in the world! (well, Britain anyway!)
2. Could you tell me who has the licence to *Golden Axe*, and when is it due out?
3. Why has the Scorelord started reviewing games?
4. In Issue 56, you said you needed more backup for the cover-disk. So: WE WANT A COVER-DISK!!!!!!!!!!!!!!!
5. Here is something I found that I could do on my computer today: !!!!
6. What do you think of the LC-10 colour printer? (don't say anything horrible about it – I wrote this letter on one.)
7. Could you explain all this business of the Ed 'snuffing it'?
8. Don't give any more excuses about the number of pages in ZZAP! Just increase them please!!!
9. It's good to see that the ZZAP! challenge has returned! So why not bring back the diary? I'm sure there are programmers out there who are more than willing to do one.
10. GOODBYE!!!!!!!!
Yours sincerely
Scott Wade, Gosport, Hants.

1. What about the universe?
2. Virgin Mastertronic.
3. 'Cause he wants to (and no-one wants to try and stop him!).
4. Send us a couple of million and we'll think about it.
5. ????
6. Star printers have the highest reputation and the LC-10 is one of the best low-cost printers around. However, colour printing is difficult and for best results you'll need something like an ink-jet printer which consumes incredible amounts of ink!
7. He hasn't, surgeons are still trying to preserve his life but in the meantime the Scorelord has stepped in. Depending on readers' response Newsfield might cough up for a life-support machine to bring the Ed back.
8. The difficult we achieved last issue, starting a series of brilliant cover tapes, the impossible shouldn't take too much longer (hopefully).
9. We are bringing back the diary. We're in the process of talking with some programmers. Hopefully, the first instalment is in this issue.
10. Goodbye!
LM

Well, I couldn't spot any secret messages amongst that lot. But wait a minute, what's that? Yes, by completely rearranging loads of letters you get . . . 'Meet me at the station and I'll give you the negatives for £2000.' Damn, it's for Robin!

Never mind, if you want to help me escape or just want to get something off your chest then send your letters to *Prisoner Mangram L, Stalag ZZAP!, Newsfield, The Case Mills, Temeside, Ludlow, Shropshire SY8 1JW.*


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BACK TO THE FUTURE PART II
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THAT'S THE SP

Win A Smashing Sony Hi-Fi from A

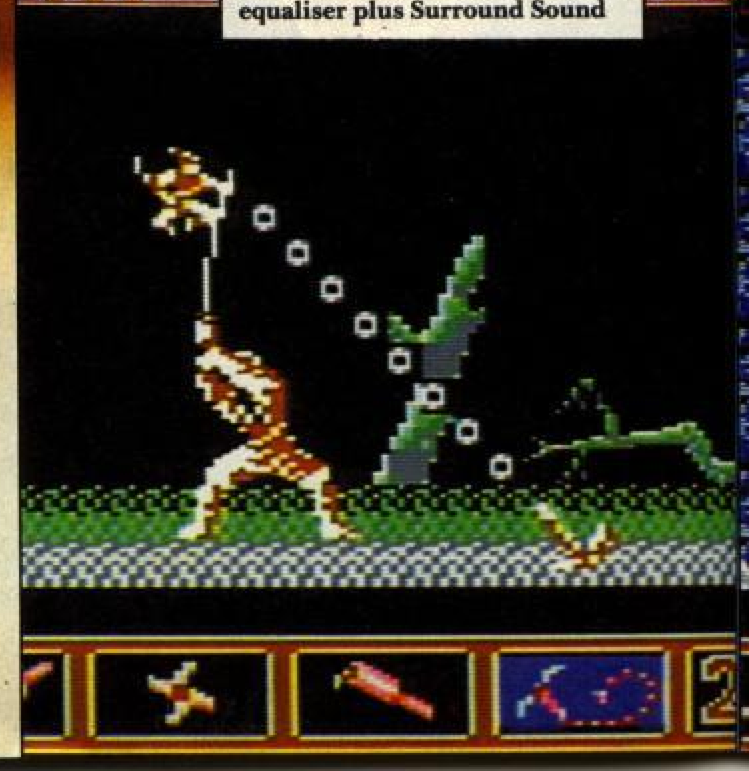




BERT NINJA: What's this *Ninja Spirit* then, some kind o' Japanese whisky?
BILL FOO YOUNG: No, it's the great new coin-op conversion by Activision.
BERT: Eh?
BILL: A computer gammie!
BERT: What's it about, then?
BILL: Well funnily enough, Bert, it's about our own profession.
BERT: Oh, Rent-a-ninja?
BILL: Well, not exactly. You see, this ninja called Tsukikage . . .
BERT: Tsukikage? Funny name for a ninja.
BILL: . . . must fight through six horizontally scrolling lands to defeat an evil Warlock.
BERT: Sounds fun, why don't we ever get exciting missions like that?
BILL: What? More exciting than being bouncers at the junior disco?
BERT: Well, sort of.
BILL: Oh well, we can always play the computer gammie.
BERT: Good idea . . .

Yes, Activision's Irem coin-op is just a bit good with the C64 version getting a Sizzler last ish, while the Amiga game gets a very respectable 80% in this issue. And what could be more appropriate for a prize in this crony-crushing comp than yet another hit from the land of the rising Sony?

Yes, first prize is a superb Sony midi hi-fi comprising a turntable for your favourite vinyl, twin cassette decks with Dolby B noise reduction, and a 5-band graphic equaliser plus Surround Sound



PIRIT!

n Activision!!



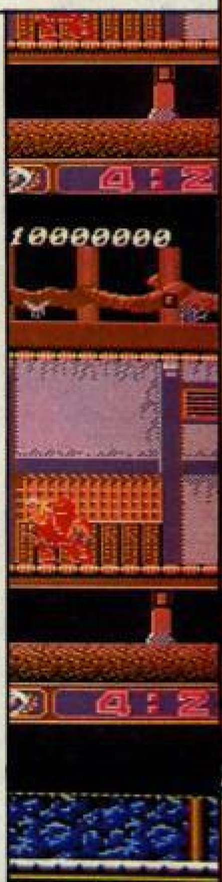
control for the ulimate aural experience. There's also a 3-band digital tuner (radio to you and me) with 12 digital pre-sets so you can iisten to your fave DJ at the push of a button: you don't even need to get up as the unit comes with full remote control. And if you like your music loud this hi-fi can output an impressive 20W RMS through both 3-way speakers . . . Just a little tip here: if you use maximum volume make sure you've got your trusty samurai sword handy to fend off deafened neighbours!

And there's more . . . Thirty lucky runners-up will get a copy of *Ninja Spirit* on C64 or Amiga, as well as a stylish black *Ninja* mug. So what do you have to do to enter? Slaughter some Samurai? Nobble nasty ninjas? Bump off big Buddhas? No, all you have to do is answer the three simple questions . . .

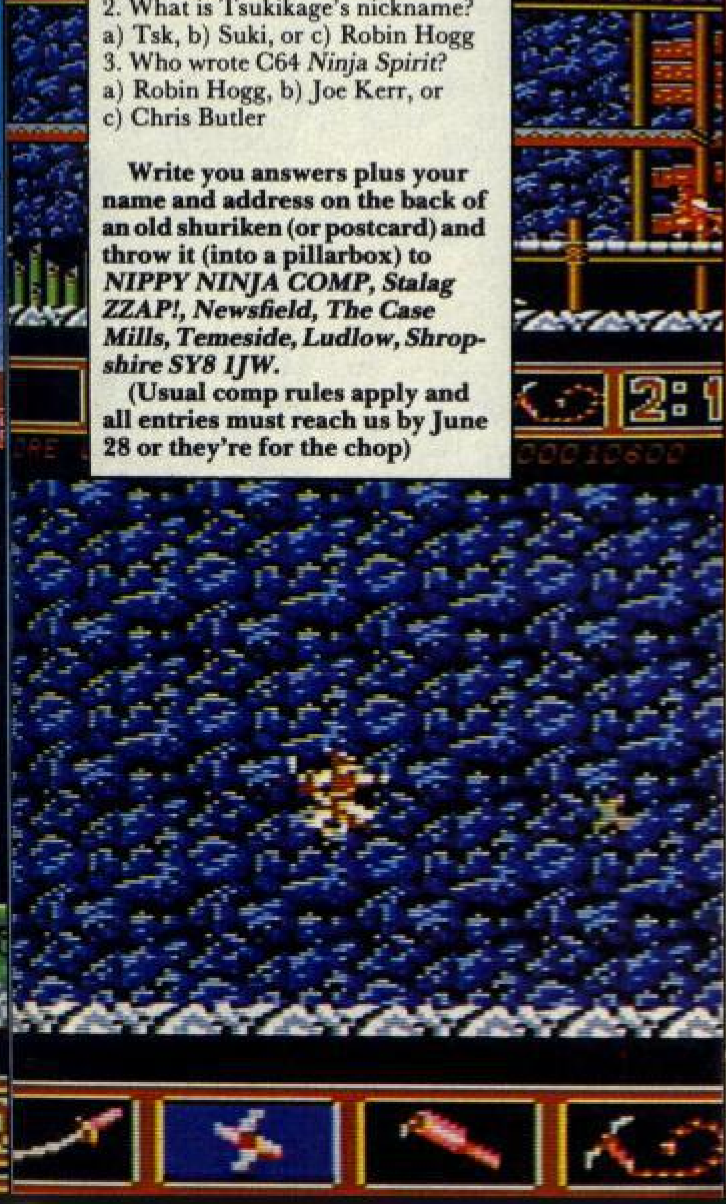
1. What is a shuriken? a) a Japanese fish, b) a Welsh tipster, or c) a throwing star
2. What is Tsukikage's nickname? a) Tsk, b) Suki, or c) Robin Hogg
3. Who wrote C64 *Ninja Spirit*? a) Robin Hogg, b) Joe Kerr, or c) Chris Butler

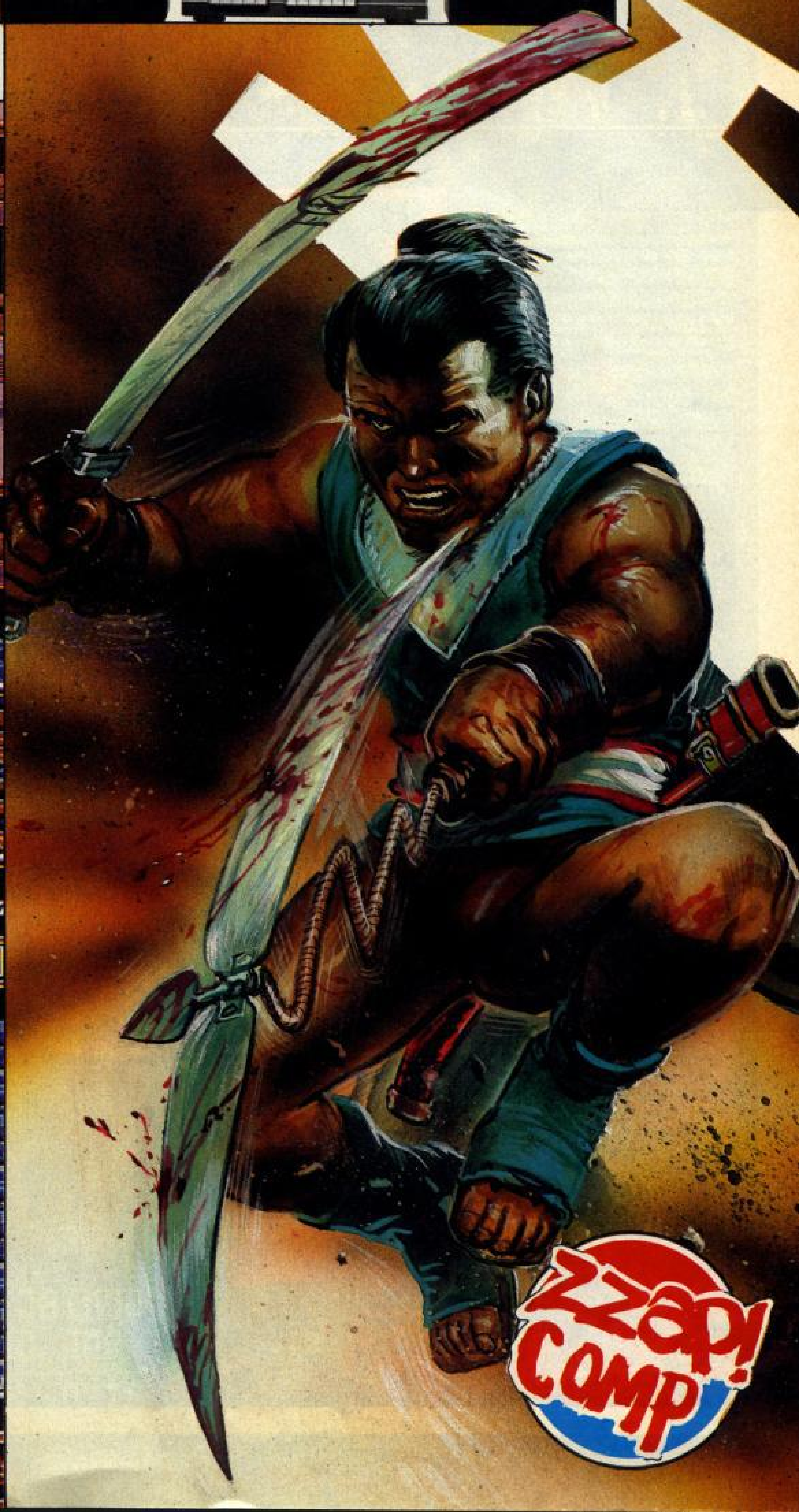
Write you answers plus your name and address on the back of an old shuriken (or postcard) and throw it (into a pillarbox) to ***NIPPY NINJA COMP, Stalag ZZAP!, Newsfield, The Case Mills, Temeside, Ludlow, Shropshire SY8 1JW.***

(Usual comp rules apply and all entries must reach us by June 28 or they're for the chop)

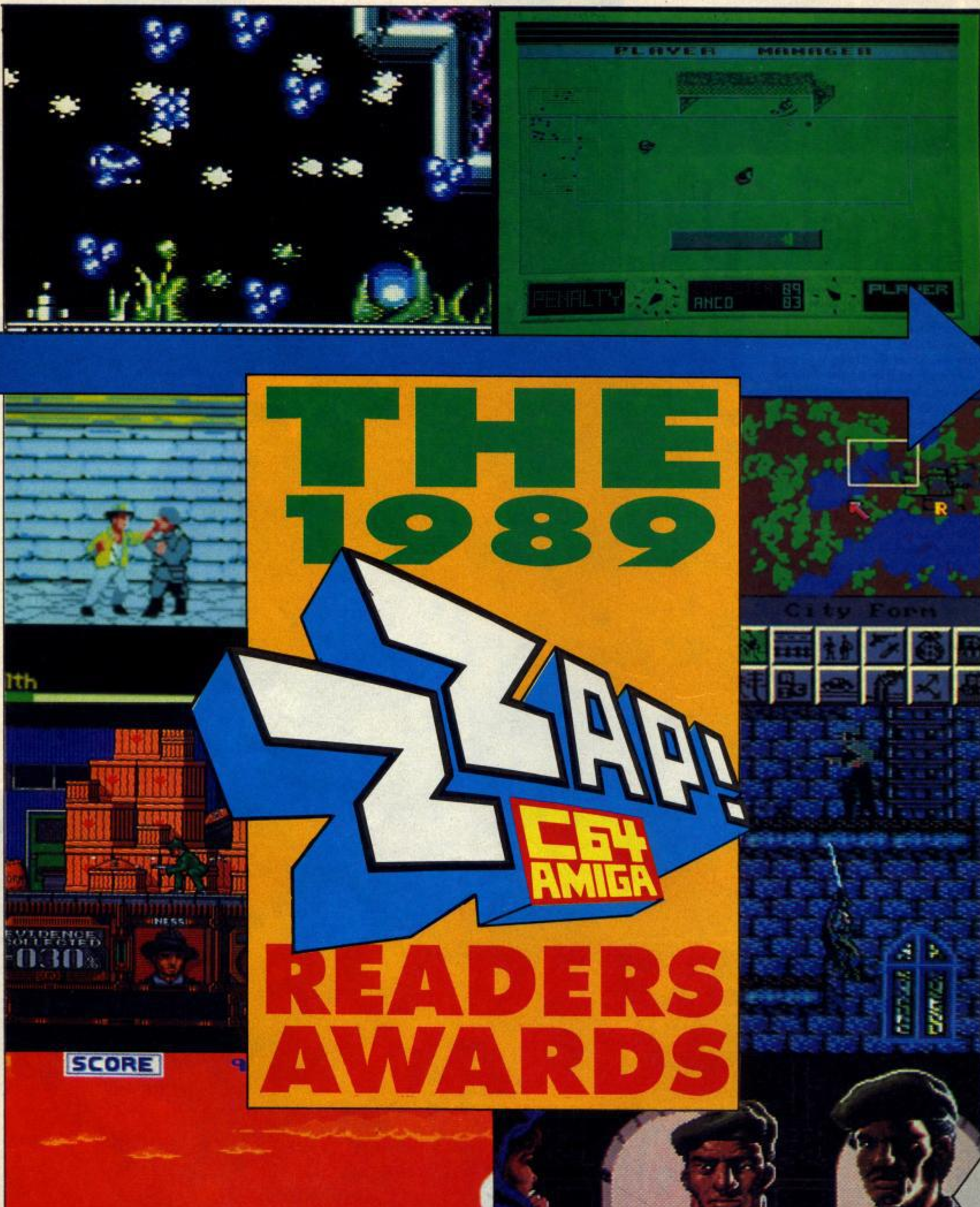


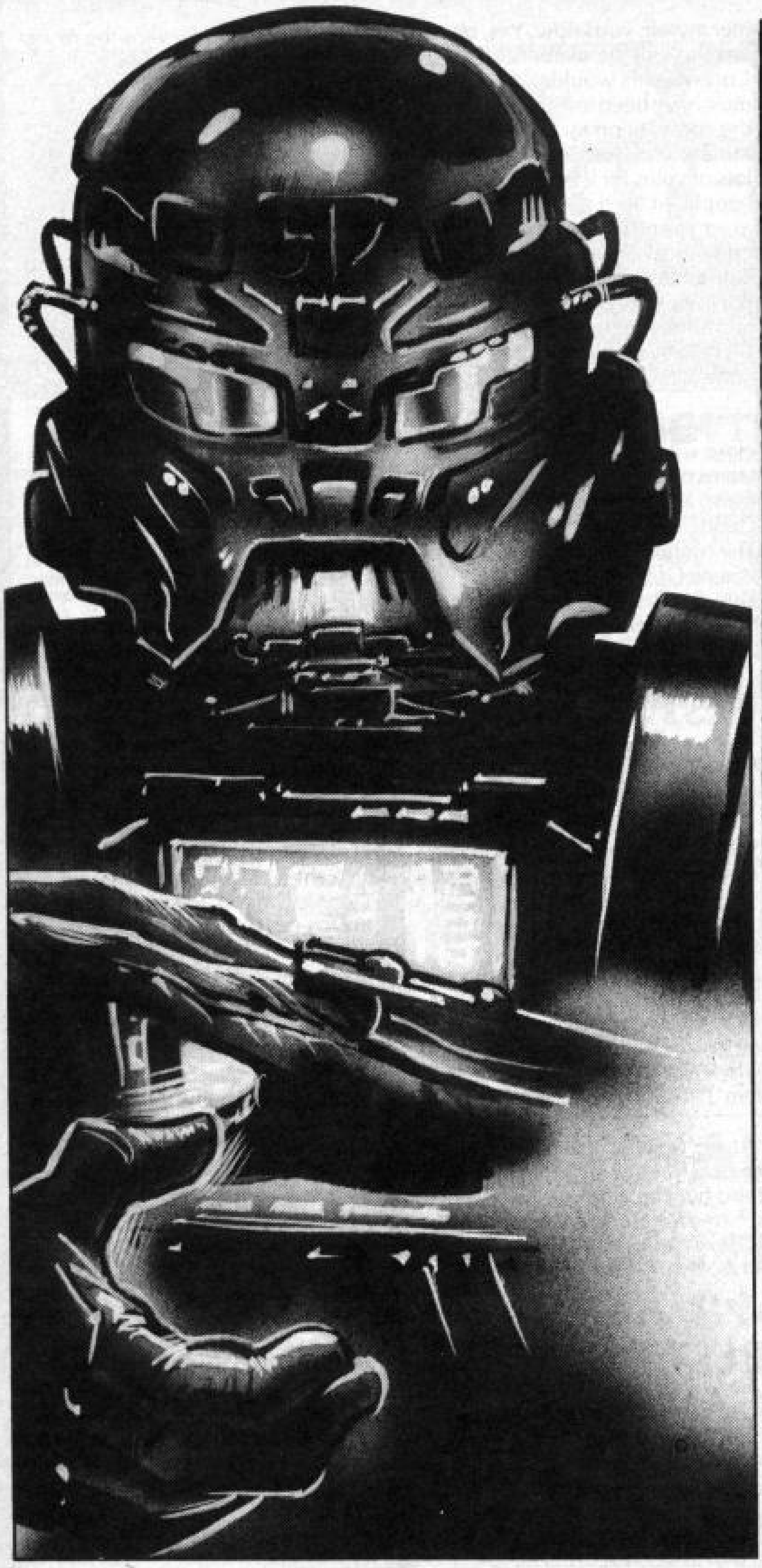






THE 1989 ZZAP! C64 AMIGA READERS AWARDS





Yes folks, it's that time of year again when everyone at ZZAP! dons a dinner jacket and dickie bow and gets completely blotto (while simultaneously being bored stiff by two-hour acceptance speeches by the award winners).

This year, the awards ceremony is taking place in the new lush offices by Ludlow's completely-gorgeous-and-not-polluted-except-for-the-stinky-sewage River Teme. And for the first time there are awards for both C64 and Amiga machines, making a total of 28 awards. Yes, lords, ladies, and aliens: this is going to be one long evening. So, get the drinks in and welcome your host for the evening: the 'Mr Nice' of computer magazines, The Scorelord! . . .

BEST GAME OF THE YEAR

SCORELORD: 'Thankyou, thankyou, you can stop clapping now . . . turn the flippin' tape off, Hoggy! We'll start with the C64; the first award is for "Best Game Of The Year". And the winner is Miss Basingstoke! . . . whoops, wrong competition. Ah, here we are: in joint second place are those two superb Ocean film licences, *Batman: The Movie* and *The Untouchables*. And now for the winner . . . Polling 21% of the votes it's US Gold's rubber-burning masterpiece, *Turbo Out Run*. And here to accept the award is the first lady of fashion, top PR girlie Danielle Woodyatt.'

DANIELLE: 'Oh I'm absolutely speechless (the first time ever – Scorelord). Of course *Turbo Out Run*'s success wasn't all my own work; the guys at Probe Software did help a bit. But, what the hell, I've never won anything before so this is going on my mantelpiece. I'd just like to thank everyone, especially my hairdresser, my dress designer, my beauty therapist . . .'

SCORELORD: 'Erm, yes . . . And now for the Amiga award. There are three games tied for second place: *Sim City*, *Stunt Car Racer*, and *Xenon 2*. But booting the competition into touch with 17% it's that flippin' footy game . . . no I can't stand it . . . aaaarrrrgh, it's Anco's *Kick Off*! (Hooray!!! – Phil)'

BEST COIN-OP CONVERSION

SCORELORD: 'For this award I'll hand over to my faithful servant . . . I mean colleague, Robin Hogg.'

ROBIN: 'Ooooh boyo, I just love coin-ops and 1989 had its fair share of conversions, most of them excellent. So there were a large number of nominees for this award. Now let's see which ones you voted for. In third place is US Gold's amazing Capcom conversion, *Ghouls 'N' Ghosts*. Taking second spot is Chris Butler's excellent *Power Drift* for Activision. But racing past them both with a huge 38% of the votes it's US Gold's *Turbo Out Run*!'

DANIELLE: 'I don't know what to say. I'd just like to thank a few more people who I missed out last time: my dentist, my doctor, my chiropodist, my chiropractor . . .'

ROBIN: 'You forgot the goldfish. But now the Amiga award . . . In third place it's US Gold again with the superb *Strider*. Jumping into second position is Ocean's *New Zealand Story*. But shooting straight to the top with an amazing 41% is Ocean's incredible *Operation Thunderbolt*. Yeaaahhh!'

BEST LICENCE (NOT COIN-OP)

SCORELORD: 'For some reason this award caused a bit of confusion. Some readers proceeded to vote for such "not coin-ops" as *Op Wolf* (never heard of it), *Op Thunderbolt* (what's that?), *Power Drift* (a wonderful "not coin-op" conversion), and *Afterburner* (what *is* a coin-op, anyway?!).

'Among the legitimate nominees the film licences did best, taking the first three places. And those Mancunian micromasters, Ocean, have swept the board. At third place is that high-tech version of PC Plod, *RoboCop. There was certainly no corruption involved in The Untouchables* taking second place (apart from a few drinks!). But even Eliot Ness couldn't catch the winner: it was the film event of the year . . . and the game, of course, is *Batman: The Movie*. This stunning conversion perfectly captures the dark atmosphere of the film and uses five key scenes from the movie for its varied levels. A very worthy winner, capturing no less than 35% of the votes.'

'For the Amiga, guess what . . . Ocean have swept the board again! Again there was some voting confusion with *Op Thunderbolt* getting 7% of the votes – look I know it was good, but it does also happen to be a coin-op! Anyway, for the runners-up *RoboCop* swaps places with *The Untouchables* to take second. And again the winner with an astonishing 48% is *Batman: The Movie*.'

BEST ORIGINAL GAME

SCORELORD: 'To present this award, we have ZZAP!'s own original "Fatty" Phil King . . .'

PHIL: 'Very original! Anyway, 1989 was a good year for original games with three superb ones taking the top three places in a very tight contest. Ex-ZZAP! diarist Martin Walker overcame such hazards as electrostatic socks to complete his innovative *Citadel* which earns a worthy third place. Just pipping it for second is System 3's mythological masterpiece, *Myth*. But just beating that for first place is my personal favourite: with 15% it's MicroStyle's *Stunt Car Racer* by the inimitable Geoff Crammond.'

'It may have won the "Game Of The Year" award, but Amiga *Kick Off* only manages to score a third place in the "Original" category – it's a funny old game. In second place is EA's absorbing epic, *Populous*. And, one of my personal favourites, the winner is the extraordinarily innovative *SimCity* by French software house, Infogrames. Here to receive the award is their "charmeuse de presse", Christelle Gesler . . .'

CHRISTELLE: 'Zis is crazy. My best thinkings for the ZZAP! readers.'

BEST ADVENTURE

SCORELORD: 'To present the next award, we have ZZAP!'s very own nutty professor and adventure

expert, Norman Nutz . . . '

NORMAN: 'This was another close category with plenty of games getting votes, some of which I must admit I've never played – are *Paperboy* and *Wizball* some sort of RPGs? The voting was so close that there are four games tied for third place: *Tusker* (is that really an adventure?), *Fish* (Ken's favourite), *Dragon Wars*, and *Zak Mckraken*. In second place is Level 9's *Gnome Ranger* sequel, *Ingrid's Back*. But the runaway victor is the spookily good *Scapeghost*, again from Level 9, taking 23% of the votes. And there was me thinking it hadn't a ghost of a chance.'

'On the Amiga the competition was also tight with *Drakkhen* and *Zork Zero* tied for third place. In second spot is Delphine's *Future Wars*. But just whipping it for first place with 14% is *Indy: The Graphic Adventure* from Lucasfilm/ US Gold.'

DANIELLE: Oh luvvies, darlings. Thankyou, thankyou all. Now I can make up for not mentioning my pet ferret, Nigel. Yes, this award is all down to Nigel, a true genius.'

BEST STRATEGY/ RPG GAME

SCORELORD: 'To host this award we'll draft in that old warpig, Commander Robin Hogg.

ROBIN: 'The C64 has always had more than it's fair share of excellent wargames and RPGs. And 1989 was a vintage year for those games which require more brains than brawn (perhaps that's why you're no good at them – Scorelord) so the competition was very tight indeed. Sharing third place are Mindscape's sci-fi epic *Space Rogue* and Interplay's *Dragon Wars*, with US Gold's AD&D RPG *Curse Of The Azure Bonds* taking second. But with 8% the C64 victor is the excellent *Laser Squad* from Target Games.'

'On the Amiga, Infogrames take both third and second spots with *Drakkhen* and *SimCity* respectively. First place, though, goes to the stunning *Dungeon Master* by FTL/ Mirrorsoft, taking 18% of the votes.'

BEST GRAPHICS

SCORELORD: 'Although graphics don't make a game, they certainly can affect a game's appeal – what's the use of battling through tough levels only to be rewarded by a splodgy sprite?

'And in yet another close contest, third place goes to *Batman: The Movie*. System 3 earn a meritorious second with their Sizzling romp through history, *Myth*. But winning yet another award, it's Ocean with their superbly atmospheric film licence *The Untouchables*, polling 15%.'

'For the Amiga, Ocean have to settle for third place with *Operation Thunderbolt*. Psygnosis get their first mention with a second place for their atmospheric arcade adventure, *Shadow Of The Beast*. But with graphics to match its megablasting gameplay, the winner is Mirrorsoft's *Xenon 2* with 19% of the votes.'

BEST SOUND

SCORELORD: 'To present this award we wanted someone with a bit of musical flair, but we had to settle instead for ZZAP! Art Director and amateur (I emphasise this word) musician, Markie Kendrick . . . '

MARKIE: 'Whew, what a gig! This is a bigger crowd than a Fused audience (ie more than half a dozen – Scorelord). I'm just so happy to accept this award . . . what d'you mean it's not for me? Oh well, you can't win 'em all (you can't win any – Scorelord). Anyway, like, know what I mean marras, third zit . . . er, I mean spot, goes to *The Untouchables* (never heard of 'em, have they played in Ludlow?). Second boil goes to *Myth*, but in first pus-pourer with 39% it's *Turbo Out Run* for US Gold by Maniacs Of Noise (are they a thrash metal group?).'

DANIELLE: 'Well, what can I say . . . have I mentioned the ferret?

MARKIE: 'Yo ladz, it's time for the top three Amiga sounds. In joint third place are *Blood Money* and *Shadow Of The Beast*, both from Psygnosis. At number two is *Batman: The Movie*, but this year's number one is Mirrorsoft's *Xenon 2* with that happenin' title tune by Bomb The Bass.'

BEST SOFTWARE HOUSE

SCORELORD: 'Pretty unanimous, this one. US Gold pick up a valiant third place with System 3 nipping in for second. But the winner by a landslide (a incredible 61%) is Ocean. And who could argue with that with such classics as *Batman: The Movie, The Untouchables*, and *New Zealand Story*. A remarkable achievement.'

'And the story is no different on the Amiga with Ocean routing the opposition to take the top spot with 53% of the votes. Second goes to Mirrorsoft with Psygnosis earning a creditable third place.

BEST PROGRAMMER/ PROGRAMMING TEAM

SCORELORD: 'The software houses have had their glory, but now it's time for those folks without there would be no software at all . . . the programmers. And to present the award here's that poking piggy again, Robin Hogg!'

ROBIN: 'I'm a budding programmer myself, you know. Yes, boyo, I wrote a leek simulator but CodeMasters wouldn't take it – it must have been too good! Anyway, the competition for top C64 programmer has been a tough one with lots of votes for lots of different people. In third place is that mad axeman and creator of *Citadel*, Martin Walker. In second is the genius behind *Power Drift*, Chris Butler. But just pipping him for the top spot are the guys behind *Turbo Out Run*: Mark Kelly and Steve Crow at Probe Software. Well done, lads.'

'The Amiga situation is also very close with three programmers/ teams tied in third place: the Ocean team, Bullfrog (*Populous*), and Geoff Crammond (*Stunt Car Racer*). The runner-up is the creator of the 'Game Of The Year' *Kick Off*: Dino Dini. But first place was snatched by the Bitmap Brothers (*Xenon 2*) with an impressive 26%.'

BEST ADVERT

SCORELORD: 'For this award we've roped in (tied up, actually) Newsfield's favourite Advertising Assistant, Jackie Morris . . . '

JACKIE: 'Ooh, what's this big thing sticking up? Oh, a microphone. Right, let's get on with it . . . third best C64 ad is *Chase HQ* from Ocean who also get second place with *RoboCop*. And the winner is *Myth* (with 14%) from System 3. That was my favourite, too'

'Amiga owners voted Ocean into the top three spots. *RoboCop* takes third but can't catch runner-up, *Chase HQ*. But the surefire winner is *Operation Thunderbolt*, polling 11%.'

BEST BUDGET GAME

SCORELORD: 'To read out the results, here's Newsfield's own man of letters, Lloyd Mangram.'

LLOYD: 'Well, I know what it's like to have a tight budget, a thrupenny bit doesn't go far these days. So I'm all in favour of budget software. Rack-It's *Zamzara*, which takes third place, is an excellent example of a high quality original budget release. But the top two places are taken by rereleases. Runner-up is Encore's *Ghosts 'N' Goblins*. And the award itself goes to another timeless classic, *Wizball* (with 19%) on Ocean's budget label, The Hit Squad.'

'Amiga budget software has recently started to pick up with the launch of Mastertronic's 16-Blitz label with games selling for a mere £4.99. So perhaps it's fitting that Mastertronic's brilliant vertical scroller *Sidewinder* wins the Amiga award (with 8%). Second place goes to US Gold's *Vigilante* with Robin's favourite, Players' *Atron 5000* taking third.

WORST GAME

SCORELORD: 'And now we come to the award that no-one wants to win. So to present it we have the only person in a worse physical condition than 'Fatty' Phil . . . live by satellite (well telephone, anyway) from his bed in Ludlow Hospice it's my dear friend, Stuart Wynne. Hello Stu, how are you feeling?'

STU: 'I've got a splitting headache.'

SCORELORD: 'But apart from that you're not feeling okay?'

STU: 'Not half! I'm feeling a lot better since I overheard one of the nurses saying I'd be on my way out very soon. Anyway, before I go I better read out the results. Ah, here's the piece of paper . . . In third place is Pound Of Cheese, with Can Of Britvic in second. And the winner is Sesame Seed Buns . . . er, whoops wrong list. In fact, third place is taken by Virgin's *Double Dragon*, with second going to Ocean's *Cobra*. But the accolade of "Worst C64 Game Of 1989" goes to Activision for the appalling *Afterburner*. An old chestnut, that one, but it's obviously having a long lasting effect.'

'Rather surprisingly, the Amiga third worst game is Activision's *Power Drift* (come on, it wasn't *that* bad) while Magic Bytes' *Tom And Jerry* runs in second. But the worst Amiga game of the year could only be Mindscape's weeping *Willow* with 9%.'

BEST GAME OF THE DECADE

SCORELORD: 'Now this is the one you've all been waiting for. You saw the reviewers opinions back in Issue 57, but the ZZAP! award goes to the game you, the readers, voted for. Leaping into third place is System 3's super sequel, *Last Ninja 2*. Ocean take second with their excellent film licence, *RoboCop*. But the winner is Firebird's space epic, *Elite*.

'Of course, the Amiga hasn't been around for the whole of the decade, but it's already had plenty of classics including Firebird's *Elite* conversion which gets third place. Booting its way into second position is Anco's "Game Of The Year" and office favourite, *Kick Off*. But hacking the opposition to pieces is Mirrorsoft's *Dungeon Master* with an impressive 18% of the votes – incredible for a 1 Meg only game.'

'So that's it for another year. I'd like to congratulate all our winners (apart from "Worst Game"!) and commiserate with the losers, but first and foremost I'd like to thank all of you who voted. In fact, I'd like to buy each and every one of you a glass of Big Dom, but I'm a stingy git so you can all get stuffed!'

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Greetings, earthling slime! I have a very serious message for you. I, like many others, am concerned about the environment – it's far too clean. All those horrible green trees and fresh air. And who cares about the stinky old ozone layer? I do, that's why I use ultra-ozone-unfriendly aerosol odorant. Yes you *can* have smelly armpits *and* destroy the ozone layer. As for global warming, there isn't anywhere near enough of it. I don't know about your town, but Ludlow's nearly always freezing! It's about time earth was made more homely, ie more like my home planet – with a lovely hazy atmosphere of toxic gases at a temperature of 146°C. Ah, paradise!

4TH DIMENSION (Hewson)

Cyberdyne Warrior
17,835 Phil King, ZZAP! Towers
15,125 Stuart Wynne, ZZAP! Towers
14,925 Rob H, ZZAP! Towers

Head The Ball
33,660 Rob H, ZZAP! Towers
29,220 Phil King, ZZAP! Towers
26,550 Stuart Wynne, ZZAP! Towers

Mission Impossibubble
82,500 Stuart Wynne, ZZAP! Towers
57,000 Rob H, ZZAP! Towers
53,000 Phil King, ZZAP! Towers

Insects In Space
108,070 Rob H, ZZAP! Towers
34,730 Stuart Wynne, ZZAP! Towers
18,690 Phil King, ZZAP! Towers

ALIEN SYNDROME (Ace)
362,500 Bret 'Cool' Crossley, Rothwell, Leeds
259,500 Martin Lindsay, Geraldton, Australia
223,610 D Emmins, Stratford, London E15

APB (Tengen/Domark)
75,890 (Day 18) Len Logg, Warley, W Mids
56,570 (Day 16) John 'G.O.D.' Canter, Welwyn Garden City

(Amiga)
76,540 (Day 17) Steven Packer, Chelmsford, Essex
72,505 (Day 12) Richard Fowler, Biggin Hill, Kent
70,000 (Day 14) Jamie Aldron, Maselton, Swansea

ARMALYTE (Thalamus)
60,927,900 Rob Ellis, Transmission Software
59,672,200 Col & Grinny, Rochdale, Lancs
35,477,900 Andrew Rawley, Billericay, Essex

BARBARIAN II (Palace)
671,006 Greg Macdonald, Glasgow
575,000 Lee Tanner, Basildon, Essex
486,790 (Completed) Simon Phillips, Greenfield, Beds

BATMAN: THE MOVIE (Ocean)
1,479,500 Paul Berry 'the cool dude', Rochdale
1,478,470 Niall Hatch, Killiney, Co Dublin
1,283,780 Richard Bentley, Haworth, W Yorks
982,280 Chris (Megablaster), Rijswijk, Holland

(Amiga)
769,400 Chris (Megablaster), Rijswijk, Holland
615,570 (Completed) Craig and Jason
573,460 (Completed) Alan Mitchell, Radcliffe, Manchester

BATTLE SQUADRON (Electronic Zoo) (Amiga)
2,235,075 Liam Asher, Belper, Derbys
2,144,875 Jimmy Gustafsson, Sweden
1,750,400 Steve Packer, Chelmsford, Essex

BLOOD MONEY (Psygnosis) (Amiga)
349,880 Chris (Megablaster), Rijswijk, Holland
340,000 (Completed – Again!) C Hall, Houghton-le-Spring, Tyne and Wear
284,150 (Completed) John Cockell, Wakefield, W Yorks

(Amiga)
9,999,999 (Completed) Martin 'The Mittin' Calladine, Reading
7,240,560 (Completed) Casey Gallacher, Reading
4,421,420 Ian Perryman, Plymouth

CITADEL (Electric Dreams)
1,445,479 (Completed 12 times!) Bjo-n Halen, Helsinki, Finland
1,237,750 Mark Clements, Kettering, Northants
745,920 Andrew Roberts, St Helens, Liverpool

CYBERNOID (Hewson)
576,280 Chris (Megablaster), Rijswijk, Holland
276,400 Dean 'SJT' James, West Bromwich, W Mids
238,430 Donovan James, West Bromwich, West Midlands

DARK SIDE (Incentive)
6,520,420 (Completed) Martin Lear, Shelley, W Yorks
6,130,726 Kuddly Bix, York, N Yorks
5,860,626 Colin Fulton, Ayr, Scotland

DENARIS (US Gold/Rainbow Arts)
1,562,320 (Completed) Chris (Megablaster), Rijswijk, Holland
1,404,849 (Completed) Stephen Blidgeon, Wythenshawe, Manchester
1,253,510 (Completed) Katamati and Ookrio, Heston, Middx

DOGS OF WAR (Elite) (Amiga)
341,900 (Completed) Jimmy Gustafsson, Mjolby, Sweden
255,900 (Completed) Arjen vd Wetering, Holland
249,500 (Completed) Raoul V Ooteghem, Roermond, Holland

E-MOTION (US Gold) (Amiga)
Level 29 (76,950) Rob And Phil, ZZAP! Towers
Level 7 (46,200) Wozza, TGM Towers

FIGHTER BOMBER (Activision) (Amiga)
(Missions completed/flown)
13/26 Supersonic Stu, ZZAP! Towers (F-15)
13/27 Mad Bomber Hogg, ZZAP! Towers (Viggen)

FIRST STRIKE (Elite) (Amiga)
168,800 Mikael Johannesen, Hvidovre, Denmark
163,000 P Alexander, Lincoln
73,300 Rob H, ZZAP! Towers

GHOULS 'N' GHOSTS (US Gold)
4,364,900 Nathan Rees, Cyncoed, Cardiff
4,171,800 (Completed) Simon Hudson, Hillingdon, Middx
4,065,500 Sam 'Eagles' Musk, Beaconsfield, Bucks

HARD DRIVIN' (Tengen/Domark) (Amiga)
70,576 (Time – 1:37.99) Andrew Rowley, Billericay, Essex
41,445 (1:49.58) Stu Lindsell, Brentwood, Essex
30,280 (2:08) Rob H, ZZAP! Towers

HAWKEYE (Thalamus)
8,679,230 Chris (Megablaster), Rijswijk, Holland
5,625,380 David McKenzie, Dennistoun, Glasgow
3,505,100 Johan 'The Joker' Jonkers, Venlo-Blerick, Holland

KICK OFF (Anco) (Amiga)
42pts, 1st (Every Team) Matthew Thomas, Wellingborough, Northants
(Flippin' clever clogs! – Phil)

MYTH (System 3)
59,126 (Completed) Graeme 'Tensed-up' Fairchild, Brentwood, Essex
35,000 (Completed) Ronald 'Radical' Pettit, Banstead, Surrey

NEW ZEALAND STORY (Ocean)
Completed (624,300) Stral, Holytown, Motherwell
Completed (548,400) Nick 'Tiki' Evans, Portsmouth
Completed (513,100) Nicky Paulin, Torrington, Devon

(Amiga)
Completed (2,171,860) Neil 'Robb The Dude' Robinson, Rothwell, W Yorks
Completed (810,936) James Gibson, King's Lynn, Norfolk
Completed (638,911) Paul Smillie, Ayrshire, Scotland

NINJA WARRIORS (Virgin)
203,540 (Completed) Edward Fletcher, Ashton-Under-Lyme, Manchester
161,170 (Completed) Steve Bellamy, Basingstoke, Hants

(Amiga)
143,050 Jimmy Gustafsson, Sweden
120,600 Marcos 'The Muke' Simpson, Northwood, Middx
107,450 Roboninja Hogg, ZZAP! Towers

OPERATION THUNDERBOLT (Amiga)
2,856,800 (Completed) Casey Gallacher, Reading
2,571,200 (Completed) Daniel Besser, Bletchley, Bucks
2,389,600 (Completed) Luke Alton Staveley, Derbys

P-47 FREEDOM FIGHTER (Firebird) (Amiga)
242,764 Phil King, ZZAP! Towers
209,342 Ian Perryman, Plymouth
152,700 Rob H, ZZAP! Towers

PHOBIA (Mirrorsoft)
266,400 (Completed) Peter Hills, Gravesend, Kent
245,750 Gaspart Arnaud, Huldenberg, Belgium
198,350 Johan 'The Joker' Jonkers, Venlo-Blerick, Holland

PIPE MANIA (Empire)
1,023,750 (Level 32, 2nd time round) Mike Vine, Dagenham, Essex

(Amiga)
109,000 Jimmy Gustafsson, Sweden

POWER DRIFT (Activision)
884,960 Phil Halliwell, Shotton Colliery, Co Durham
884,640 Ian 'Tiger' Gough, Gorseinon, Swansea
(Hello from Penllergaer resident, Rob H!)
881,900 Johnny 'Well 'Ard' Smith, Bath, Avon

(Amiga)
1,972,382 'Andy's Mum', Seaford, Essex
1,969,393 Steve 'St Ivel' Gee, Wakefield, W Yorks
1,943,628 Philip Sutcliffe, Nottingham

RAINBOW ISLANDS
1,815,210 Bill Harrington, Islington
1,540,790 James Mason, Eaton Socon, Cambs
1,417,520 Matthew 'Mole' Allen

(Amiga)
2,993,980 Stuart Wynne, Ludlow Hospice
1,812,700 Rob H, ZZAP! Towers
1,450,100 Steve Packer, Chelmsford, Essex

RETROGRADE (Thalamus)
1,448,475 (Completed) Wouter Okhuysen, Holland
1,432,410 (Completed) Stuart Barfoot, Stilton, Cambs
1,253,060 (Completed) Paul Kumar, Stafford

RICK DANGEROUS (Firebird)
317,400 (Compelted) Chris (Megablaster), Rijswijk, Holland
311,190 Simon Phillips, Greenfield, Beds
257,300 (Completed) Casey Gallacher, Reading

(Amiga)
744,550 (Completed) Casey Gallacher, Reading
14,000 Daniel Besser, Bletchley, Bucks

R-TYPE (Electric Dreams) (Amiga)
259,900 (Completed) Andrew Rowley, Billericay, Essex
255,700 Pintel Tomer, Ramat-Gan, Israel
248,300 (Completed) Lee Ellershaw, Blackpool

SAMURAI WARRIOR (Firebird)
3,850 Bret 'Cool' Crossley, Rothwell, Leeds
3,427 Richard 'I love Basildon' Archibald, Basildon
2,926 Karl Green, Acklam, Cleveland

SILKWORM (Virgin)
1,658,200 Geoff Holgate, Dalton, Australia
1,590,300 Stephen Blidgeon, Wythenshawe, Manchester
1,288,900 Christian Bjo-kman, Nykarleby, Finland

(Amiga)
2,543,000 Andrew Maunder, Marple, Cheshire
2,041,300 (Completed) Steve 'Rad' Adkins, Münster, W Germany
1,138,200 Neil Head, Stourbridge, W Mids

TEST DRIVE 2 (Accolade)
367,800 (Completed) Mark van Geijtenbeek, Leersum, Holland
289,700 (Completed) Mike Vine, Dagenham, Essex

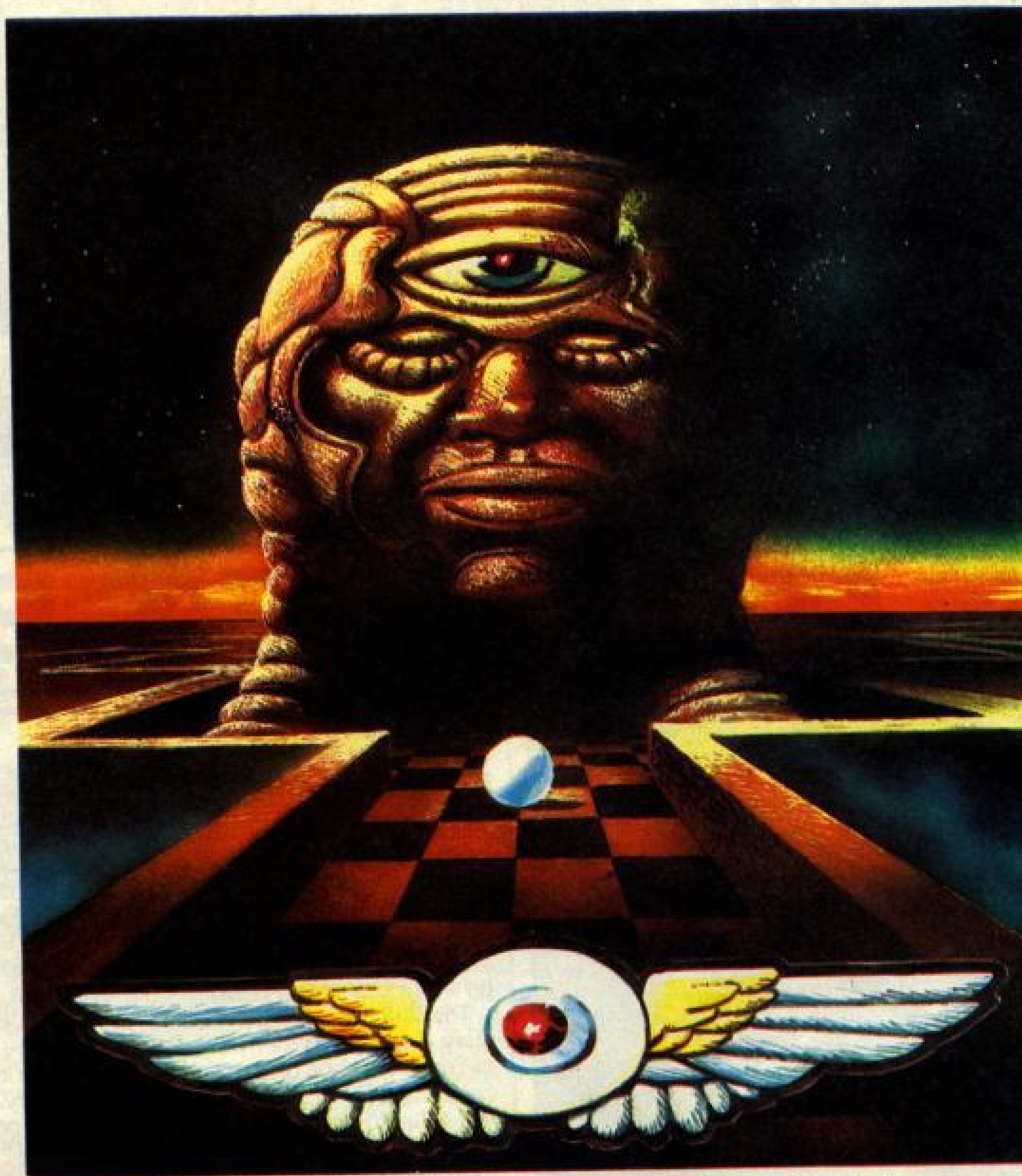
(Amiga)
392,432 (Completed) Matt Heaton, Berkhamsted, Herts
327,296 (Completed) Sami Jussila, Jyvaskyla, Finland
304,900 (Completed) Stuart (F40) Jehan, Guernsey

TURBO OUT RUN (US Gold)
28,750,000 Graham Pert, Clackmannan, Scotland
19,775,970 James Mason, Eaton Socon, Cambs
16,360,000 'Mad Man Mark' Ashton, Manchester

(Amiga)
48,669,257 Steven Bates, Askett, Bucks
28,806,740 Wotjek Sawicki, Msida, Malta
22,343,833 Kieron Roland, Telscombe Cliffs, E Sussex

THE UNTOUCHABLES (Ocean)
201,680 Paul Girdlestone, Upperthong, W Yorks
197,810 John Ruffell, Birchley, Nr Wigan
147,270 Mark Steel, Rotherham, S Yorks

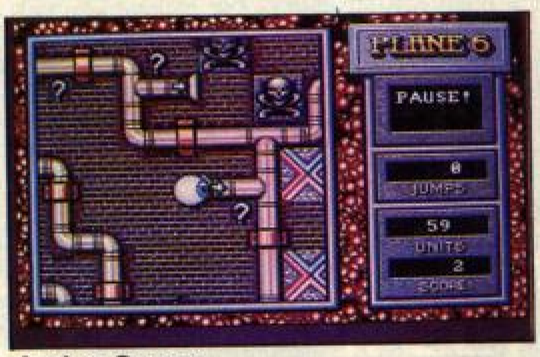
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PARALLAX
The Hit Squad, £2.99 (Rerelease)

The game of the scrolling technique does indeed feature some amazing parallax scrolling, but offers a lot more than superb graphics. Sensible Software's first big hit is set on an alien planet where five scientists have been stranded, each in a separate zone. You must rescue them.

You begin the game in your IBIS spaceship, a highly manoeuvrable ship with lasers, shields, and landing gear. You need the latter to land on the massive structures suspended over the planet's bizarre surface. Besides being festooned with obstacles, these structures contain vital buildings.

Once you've landed you can exit the ship, walk around, and enter the buildings. Inside are security drones, and computers which you need Kards to access. Kards are carried by scientists who are too busy with their work to help you. Being shot with a stun ray soon changes their mind, after which they give you their card and follow you. Kards allow you to get cash from the scientist's bank account, buy Bonanza packs with the bullets and oxygen required when leaving IBIS, and obtain letters for the password needed to enter the next zone.

Parallax is, in short, a superbly presented, extremely playable shoot-'em-up which requires a fair amount of tactics and exploration. In ZZAP! 18 it won a Sizzler with 93% overall. Julian Rignall commented, 'Graphically excellent and it plays better than it looks . . . enjoyable and challenging to play'. Four years later *Parallax* still looks great and the psychedelic intro is brilliant. Sonix are good throughout, with superb jingles and FX. The ability to continue from the zone you died in reduces frustration, while the game format remains novel and fun. What's more you can get it at half price from mail order, since it was a cover-tape on Issue 45! Only 200 or so copies left though!

OVERALL 90%

DRAGON'S LAIR
Encore, £2.99 (Rerelease)

This spectacular, pioneering CD coin-op was one game no-one thought could ever be converted to the C64. But Software Projects attempted the impossible and came up with a reasonable version.

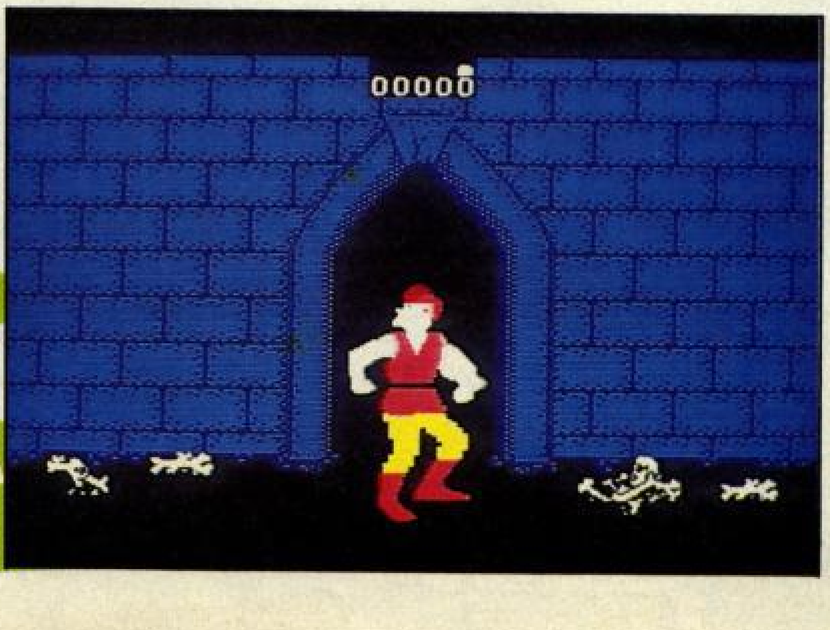
The setting is a stereotypical fairy story. Many noble men have come calling in the hope of marrying Princess Daphne. Of course, the King wants her to marry someone who's wealthy and powerful, but a thirty-foot fire-breathing dragon called Singe isn't what he expected.

Dirk Daring is sent to rescue the damsel in distress, who is of course his great love. Dirk's daring deeds are nine in number, with the next level loading in as you play.

THE FALLING DISK: As it plummets downwards Singe's minions try and push you off. Remember to jump before it hits bottom!
SKULL HALLWAY: Dirk must dodge and kill lethal skulls poking their heads out the doorways.
THE BURNING ROPES: Dirk must leap from swinging rope from swinging rope.
THE WEAPONS ROOM: More doddgin' 'n' killing, with plenty of big sprites.
RAMPS AND GIDDY GOONS: Battle through the goons before the ramps disappear!
THE TENTACLE ROOM: Kill the serpents!
THE SECOND DISK: is the same as the first.
THE DEADLY CHECKERBOARD: Leap from square to square, avoiding the lethal ones.
SLAYING THE DRAGON: Yet more large sprites to admire.

ZZAP! 17, way back in late '86, saw Software Projects receive plenty of admiration for their load-while-you-play system, but not much for the game. Gary Penn remarked, 'I don't dislike this conversion, just the original concept'. But Julian Rignall thought while 'not particularly brilliant . . . it is challenging and addictive'. The overall mark was 69%, which isn't that far from the 71% part two of the Amiga conversion won last issue. Unfortunately time hasn't been kind to the four-year-old C64 game. The graphics aren't that impressive any more, and gameplay is minimal – as in all conversions. For hardcore coin-op fans only.

OVERALL 51%




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HEAD OVER HEELS
The Hit Squad, £2.99 (Rerelease)

Although *Batman* sold more, *Head Over Heels* is widely recognized as the best isometric adventure written, and still extremely tough competition for Bitmap Bros forthcoming *Cadaver*. The eponymous heroes are spies from the planet Freedom. Head is the veteran, while Heel is the rookie ex-Olympic Upside-Down Tightrope Walker! Head can make big leaps, and stun foes by throwing doughnuts at them, while Heel is the faster runner and also the only one who can carry objects. If they meet they can be combined to make a single character. Their mission is to liberate the enslaved planets of the Blacktooth Empire by rescuing five stolen crowns.

Unfortunately the spies have been captured and imprisoned in separate cells. But security is slacker than Strangeways, with a teleporter left working in each cell. So they're soon running around, chased by police bollards and daleks disguised as elephants, chimpanzees, fruit machines, and even Prince Charles! Help comes in the form of stuffed bunnies which give extra lives, invulnerability, improved jump, and speed. Even weirder are Reincarnation Fish: when touched they take on your personality – so if you die a clone is created, a sort of save position feature. Then there's Hush Puppies which form bridges and platforms, but they've met Head before and disappear whenever he appears.

Head Over Heels includes five different worlds: Egyptus, Safari, Book World, Penitentiary, and Blacktooth, making up over 300 puzzle-packed rooms. If liberating all the planets seems too tough, you can also wimp out and simply try to escape.

The game earned 98% and a Gold Medal in August '87, with uniformly ecstatic comments. Julian Rignall: 'The graphics are outstanding . . . superb characters . . . incredibly rewarding'. Steve Jarratt: 'very, very addictive . . . the feeling of actually existing in three-dimensions within the game is overwhelming'. Ciarán Brennan: 'one of the finest games I've ever seen . . . the fact that there is more than one way to solve most puzzles adds greatly to the playability'. The ratings were 98% for everything, except sound (79%) and hookability (96%).



Three years later one wonders if the brilliance of this game isn't responsible for the dearth of similar games since – who could dream of matching it. The graphics are incredibly detailed and, while monochromatic, move quite quickly. The imagination shown throughout is overwhelming, both in graphics and the superb puzzles which will keep you hooked for months. C64 fanatics might be wary of such a Speccy-looking game, but it really is unbelievably playable. The only disappointment is that no Amiga version is planned, as one desperate reader was hoping for!

OVERALL 98%

SLAPFIGHT
The Hit Squad, £2.99 (Rerelease)

Why's it called *Slapfight*? Because it's about as friendly as a slap round the chops, that's why. Not that you expect hordes of alien invaders to be all that civil, but these are particularly nasty. Spitting bullets from both fast flying fighters and rapid-firing ground installations, these aliens are mean.

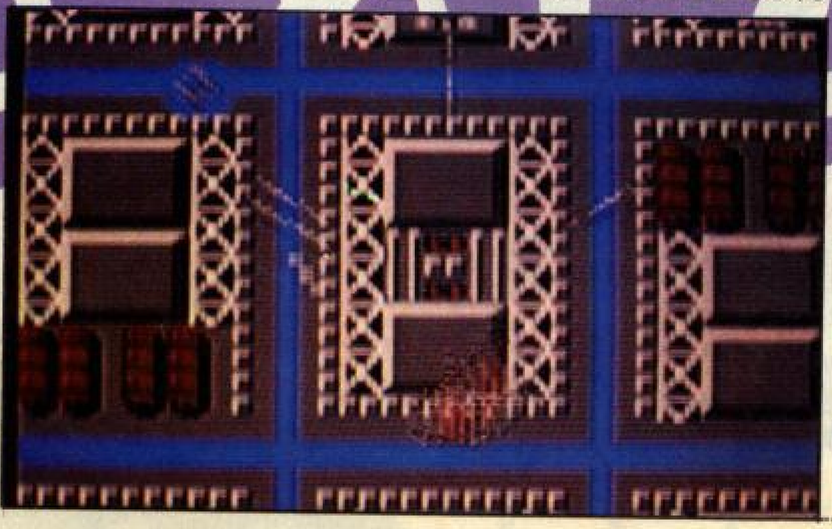
Small compensation for their viciousness is the fact that some of them leave Gold Stars – obviously frustrated teachers, these aliens. But collecting them not only improves your ego, it lights up one of the options at the bottom of the screen. These are Speed-Up, Side Lasers, Wing Extensions, Forward Firing Bombing System, Front-Mounted Laser, Homing Missiles, and Shields. Both the Speed-Up and Wing Extension icons can be selected several times for increasing effect. Get hit and you lose all your add-on equipment, as well as Gold Stars.

This Imagine conversion of a Taito coin-op received a very warm welcome back in '87, earning 80% as 'a superb arcade conversion and a great shoot-'em-up in its own right'. Paul Sumner thought it was almost as good as the original, although Ciarán Brennan had some reservations as it lacked originality.

Looking at the game now the 80% mark seems a bit generous, with extreme difficulty and a severe lack of originality reducing hookability. Dying near the end of a level leaves your ship crawling along with pathetic weapons – a very easy target.

Nevertheless the graphics are attractive and, given sufficient controlled aggression, you *can* survive the blizzard of bullets. Programmed by John *Untouchables* Meegan, this is a fun shoot-'em-up for genre fanatics.

OVERALL 66%





HOPPING MAD
Encore, £2.99 (Rerelease)

Balls: that's what this game's all about. You control four of them as they bounce through horizontally scrolling levels, packed with nasties which burst them on contact. These include aerial threats such as birds and bees as well as ground hazards like ball-eating plants and various small animals.

To complete a level you must simply collect ten of the balloons which occasionally float by. If all four balls are burst, a life is lost. But thankfully your tally of balloons is retained for the next life, so you don't have to start collecting again from scratch.

Graphics are chunky and undetailed while sound is okay with a jolly title tune and adequate spot FX. The game concept is extremely simple with controls limited to left, right, and fire to jump higher.

Back in ZZAP! 40, *Hopping Mad* scored a mediocre 64%. Although Paul Sumner gave the game an enthusiastic thumbs up, both Paul Glancey and Gordon Houghton thought it was too simple and repetitive to justify the full-price tag, but it now makes a good budget game.

With the limited game controls there are often situations where it's very difficult to avoid losing one of your balls, but then the fewer you have left the easier it is to keep them out of trouble! Coupled with the continuous balloon tally this avoids potential frustration, making *Hopping Mad* fun to play for a while at least.

OVERALL 70%

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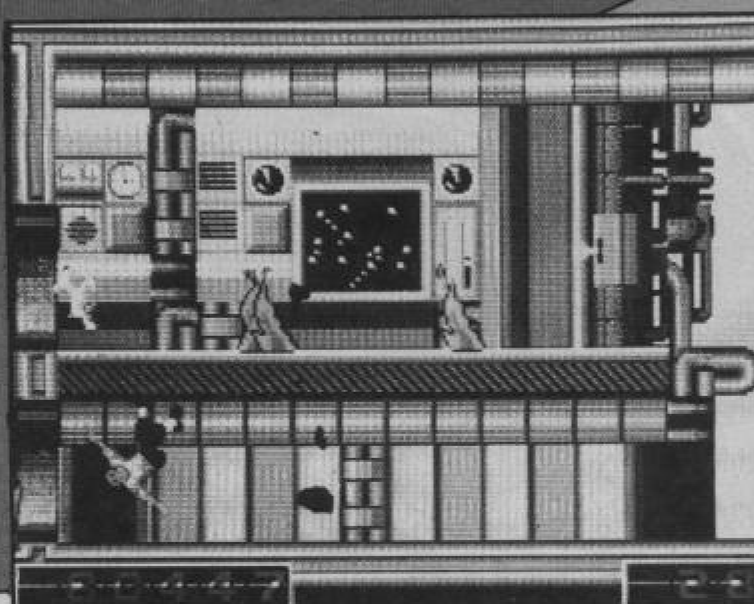


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THE PREVIEWS

BLOOD MONEY
(Psygnosis)

Until Rob 'Doggy Pokes' Hogg got his hands on the Amiga version of this mega-blaster and mysteriously corrupted it, *Blood Money* was *the* ZZAP! Office lunch hour game. Now we may see its return but this time it's crossed into 8-bit territory as DMA Design convert it to the C64.

We're talking miracles here as you can see by the stunning screenshots, the two-player mode is in there complete with shops and four worlds for plundering. It should be in your stores now priced at £9.99 on cassette and £12.99 disk and we'll be reviewing it next issue.

With *Blood Money* proving a tough conversion to pull off, have some sympathy for DMA Design main man David Jones who's having to juggle his time between working on C64 *Blood Money*, the hack 'n' slash Amiga game *Gore* and believe it or not, the C64 version of *Shadow of the Beast*!!!

Planned for July *Beast* is THE show-off game for your Amiga and looks to have as much of an impact on the C64. The parallax scroll should work well and after the likes of *Turrican* and *Time Soldier* we should be seeing some pretty impressive BIG creatures to defeat. Already a *Beast 2* is on the cards for release September time but there's no word on a C64 conversion. Watch this space for further details soon.

▼ Massive jellyfish are just some of the horrors of the deep in the second, submarine level.





▲ Level three is the ice world and your only transport is a jetpack!

PROJECTYLE
(Electronic Arts)



▲ EA's *Projectyle* is a surreal sports game which up to three players can play simultaneously.

In sporting mood ready for the summer is EA with the May release of *Projectyle* on the Amiga (£24.99) (previously known as *Tribal* which us lot at Newsfield think was a far superior title — bloody Yanks). A three-player sports game of the future, *Projectyle* is a rough 'n' ready ball game with eight teams to choose from to play ball. There's a host of American Football-esque tactics to choose from, eight-way scrolling pitches, player/team statistics galore and eight music pieces while you play.

One question: How can you have a pitch with FIVE quarters? Or a time limit of THREE halves? According to the press release you can. Most odd but all will be explained in May. In the meantime take a look at the hot ball action.

STARBLADE
(Palace)

While us lot at ZZAP! get our white shorts and the Robinsons' Barley Water and start practising our serve, smash, lob and volley with the Sizzling *International 3-D Tennis*, Palace are promising us Simaril's very pretty *Starblade*. It's a space opera of epic proportions starring mutant insect queens, the superlative Starblade star-fighter itself and a good dose of future wars arcade-adventuring. Amiga owners get set to lift-off in May for £24.99.



KLAX
(Tengen/Domark)

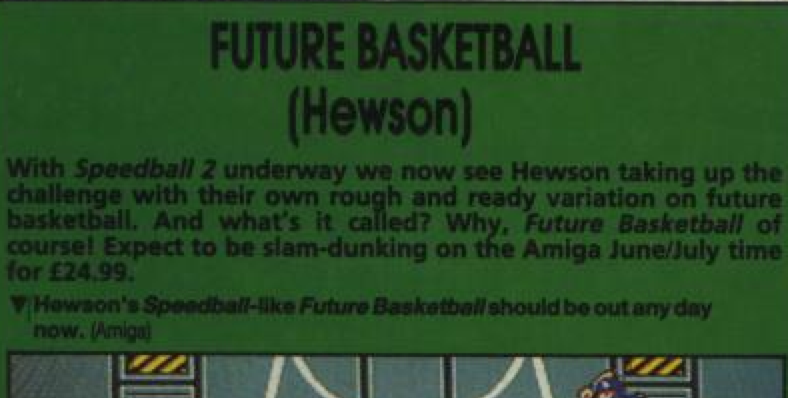
Let's hope this screenshot of the C64 conversion of the brilliant coin-op is in the right place this time, eh Film Planning? (£9.99 Cassette, £14.99 Disk – Out within the month)



FUTURE BASKETBALL
(Hewson)

With *Speedball 2* underway we now see Hewson taking up the challenge with their own rough and ready variation on future basketball. And what's it called? Why, *Future Basketball* of course! Expect to be slam-dunking on the Amiga June/July time for £24.99.

▼ Hewson's *Speedball*-like *Future Basketball* should be out any day now. (Amiga)



2



members in Bros
2 eyes in your head
2 sides to a record
2 ears on a donkey
2 wheels on a moped
2 arms on a coat
2 speakers on a stereo
2 fingers up your nose
2 wings on a fly
2 heads on an alien
2 headlights on a car
2 brain cells in Robin
2 chips short of a bag
2 many cooks...
2 to tango

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ZZAP! C64 AMIGA



BIGGER *IS* BETTER!

After last month's small-ish *Pig in a Poke* I'm back with a chock-a-block tips section (hopefully a good few pages more than before in fact). In between many a game of *Blue Lightning* on my Atari Lynx I've got together some stuff on *E-Motion* and *Super Wonder Boy* (lots of it!). If you lot out there are genuinely interested in a tips booklet let me know and I'll look into it, maybe a tape version of the tips section could be made for a small price (remember the one in CRASH a few years back?). With that thought in mind, let's get on with the tips.

WEIRD DREAMS
(Activision)

Edward Nevens **of Cowbridge in a neighbouring county of mine – South Glamorgan, no less – pops up with a very handy solution to Rainbird's long, long, long delayed *Weird Dreams* on the C64 (it should also apply for the Amiga version). Thanks a big bunch Edward. One question though, Edward: why on earth did you think it deserved 92%?**

Level 1 – The Candy Floss Machine
Easy provided you follow a few rules. Let about 3 or 4 of those stupid red 'flosses' stick to you while running to the far right. Now start jumping right and within about 10 jumps or so you'll be up and away to the next level.

Level 2 – The Wasp
This level is so hard to get used to that 30 grannies with sledge hammers couldn't break it (? – Rob H). Anyway, as soon as you hear the cute music play hold down left on the joystick or keyboard. You'll walk onto a new screen (wow!) and as you come level with the background graphic of a tent, drop all but one of those stupid red things on the floor and continue to walk to the end of the screen. Ok, turn round and pick up the black thing on the floor and go up to the wasp, not too close – about 5cm away. Wait for it to drop its blue sphere and pick up a stupid red thing and prod him with the black weapon you are carrying and quickly pick up the blue sphere that's on the ground (if you've followed the instructions!). Turn left very, very, very quickly and walk into the wall and you complete the level. Timing is all and it takes a lot to master – the cheat mode might come in handy!

Level 3 – The Garden
Getting into the game now, the first screen is easy but is followed by a tricky screen. Walk right until you come to a small red pile and press down to pick up a stick. Now walk over to the flower bed and prod all the flowers until they snuff it. Now walk right and you come to the next screen. Edge right until the little girl throws the ball and as it rolls towards you press down to pick it up and throw it back. Do this a few times then edge forward a bit and press down when the ball comes to you. Keep doing this until the ball eats the girl. To get onto level 4, go to the archway in the background with the hand in it and press up and fire.

Level 4 – The Playroom
For the first screen just keep walking right to the second screen. On this screen you can sometimes do the same as the first but it is better to walk up to the dancer and, when she is about to kick you, duck when she waggles her leg in the air. Get up straight away and walk – if you're too slow you may have to duck again. Just keep walking to the third screen. For the fourth and last screen walk up to the eel's cage and when it comes up to the surface and stops flashing grab it by pressing right and fire. Then complete the level by walking off the screen.

Level 5 – The Hall of Mirrors
Slash the eel at the wasp by pressing fire and right, after a few hits the wasp dies and you can walk off the screen any way you want to.

Level 6 – The Desert
A fairly tricky one this. First of all keep jumping and you'll grab a fish. The monsters now start coming from the right hand side of the screen so prod these. More keep coming for the first three screens so try and make your exit as soon as possible. For the fourth and fifth screens just prod the big guys and they'll hit the deck. The last and hardest screen of the levels is tricky indeed. Avoid the whirlpool when it goes to the right side of the screen, follow it and hit the idol twice and run back to the left hand side of the screen. Repeat this until the idol's head falls off and you get a red sphere (like the blue one in level 2). Now fall into the whirlpool.

Level 7 – The Mud Land
Though I call this the mud land it only has one screen. There is a point on this screen you cannot cross. Press B on the keyboard to make the ball come down and chew a path. Walk across this into level 8.

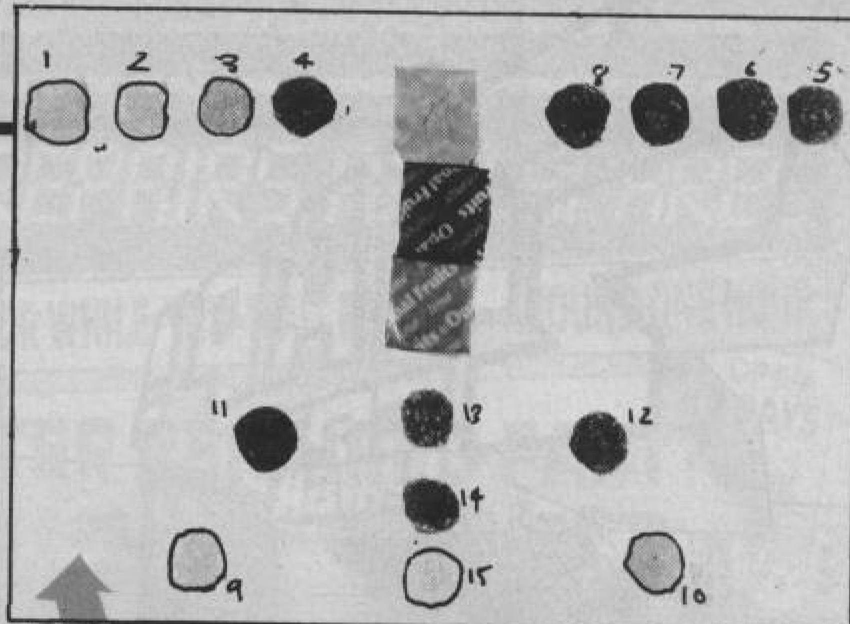
Level 8 – The House
Walk left and avoid the first group of bats then walk left again. On the next screen do the same. The third screen is different. PRESS appears on the wall – when this is lit jump up and touch it and all the bats will go. Walk right and jump over the speedy bat, do the same for the next screen. The next screen has the chicken monster: go to the second lamp and jump off using fire. Only do this when the monster is in front of you and the lamp is swinging right. Walk right and go through the right exit by pressing up and fire. It's a good idea to practise this 'swing' on the screen with the speedy bat as there are no more after this one.

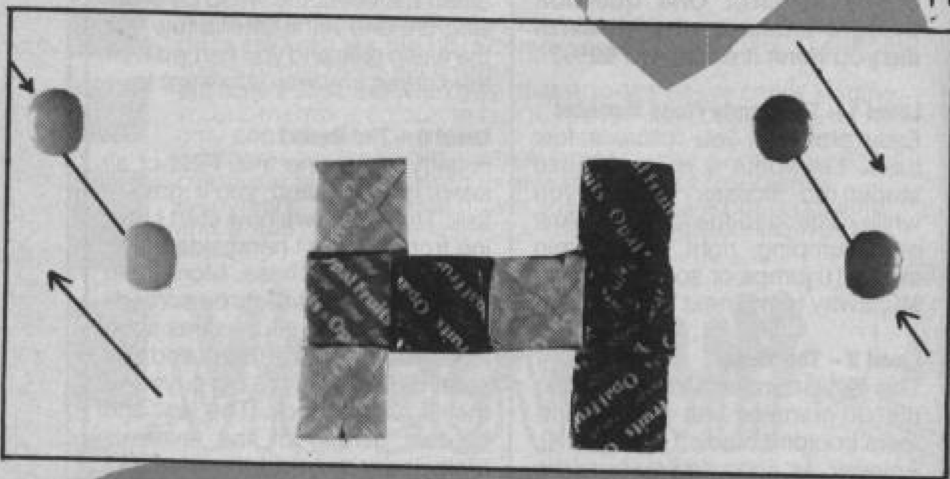
C64 CHEAT
A desperate sounding cheat but one that works surprisingly. Place your two hands on the centre of the keyboard when the *Weird Dreams* title screen appears and the music plays. The cheat mode is on when the music changes. When you play you'll see that you have no lives in the status panel, don't worry as you've now got infinite lives. This cheat mode can also be carried out on the doctor screen.

E-MOTION
(US Gold)

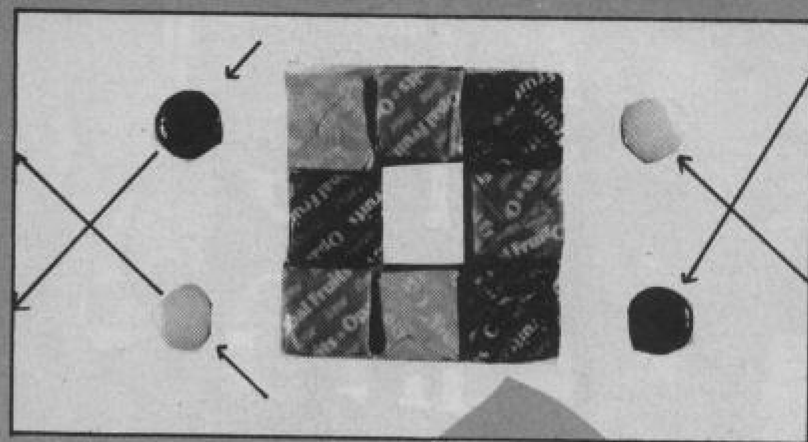
If *Snare* hadn't eventually torn my hair out *E-Motion* would have finished the job. The first few levels are a doddle but it can all get VERY frustrating, and they call this entertainment!??!?! I'll risk going bald in the next few months and play the game through detailing how to get through each level (first 10 this month, next 10 next month and so on).

Level 1
No problem. Go just to position 1 on the left side of the lower ball and hit it up into the other. Repeat this with the right-side balls except from the southwest corner (position 2).





Level 4 — Bonus Round 1
At last! A chance to rack up the points. Two-player co-operation is rather a good idea here as both players can position themselves either side of the screen. The blue pod gives bonus points and when collected the next yellow pod turns blue until all are gone. So just follow the blue pods around to finish the level, time can be against you if you make too a few mistakes but otherwise it's dead easy.



Level 2
In two player mode it's a bit tricky if the other player wants to go another way so convince him to drift over to left and move around to position 1 and (while being careful to avoid wrapping-round the screen) hit the blue ball into the other ball which has conveniently drifted nearby. Once free of the elastic hit the right-side white ball down to the southwest to wrap around and hit the other white ball.

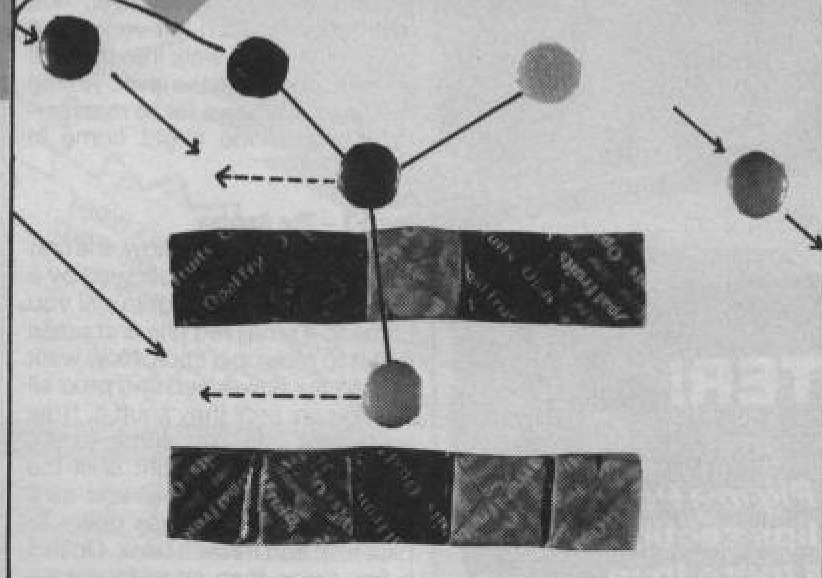
E-NTERTAINING TIPS

● Play two-players if you can. The few screens where two players *can* be a hindrance (ie a few of the later level 'elastic' screens and the second Bonus Round) are minor problems compared with the problems of tackling levels like level 7 if you're on your own. Learn the value of co-operation, you'll need it!

○ **Never forget about the wrap-around effect, it's handy for nipping across to the other side of the screen quickly but can prove bloody frustrating when elastic is involved. When you're near the edge of the screen, inch along slowly, using the 180° flip facility occasionally to avoid wrap-around. The momentum of hitting elastic-linked balls 'off' the screen can see them collide but it's not recommended if there are other balls around.**

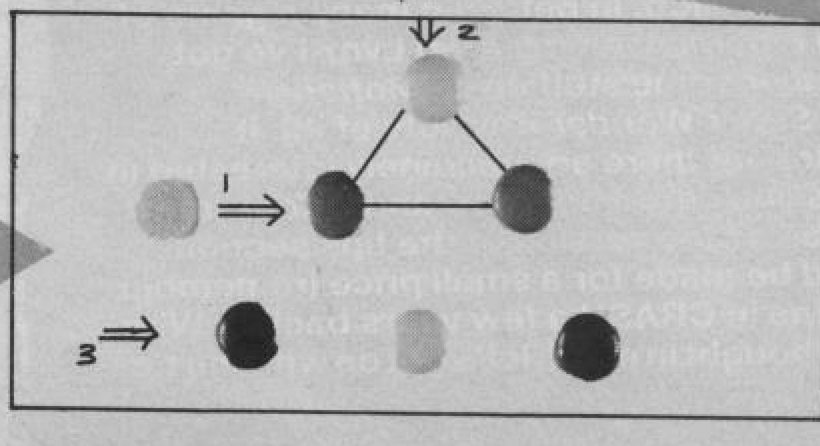
● If things go horribly wrong, start bashing balls together to create small pods giving you energy when collected. It may look chaotic with dozens of balls of all colours bouncing around but eventually like-coloured balls *will* start hitting each other, clearing the screen while giving you masses of extra points in the process and topping up your energy too.

Thanx to the makers of opal fruits, jelly tots and smarties. Oh yeah!

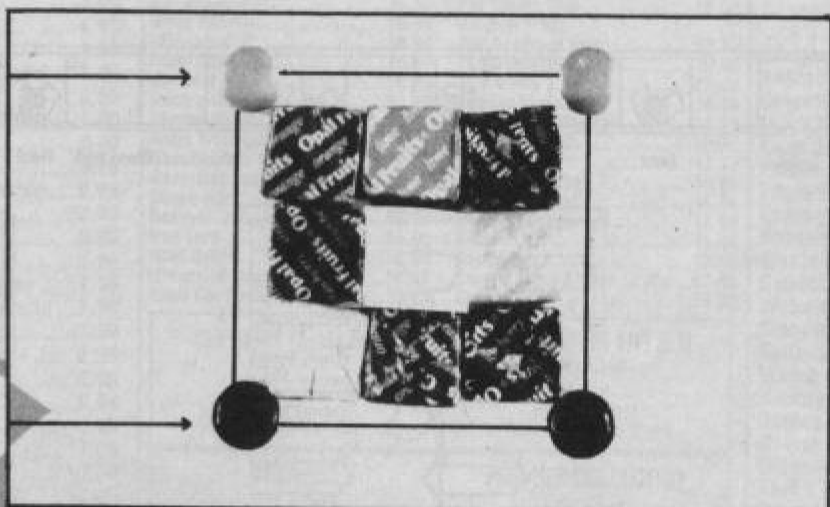


Level 5
A deceptive one this as you need to use the wrap-around if you want to get off the level double-quick. Hit the red southwest to wrap around and hit t'other one. Now move to position 2 to hit the yellow ball oop northwest to wrap around and collide with Mr Yellow ball.

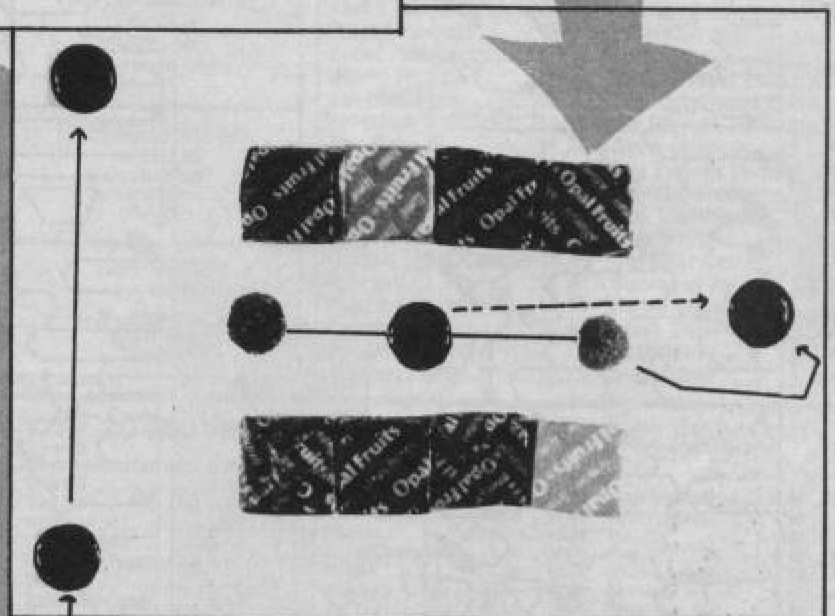
Level 3
Easy peasy, lemon squeezy. Move to position 1, hit the red to the red, go up to position 2 and knock the green towards the green and finish off with the black in the centre pocket . . . sorry, whack the purple into the purple. Just make sure you're accurately lined up when hitting the first red.

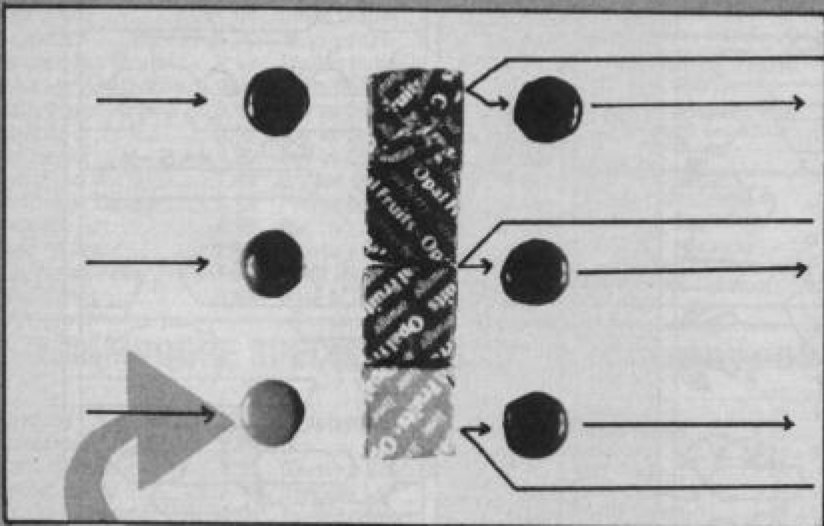


Level 6
Things *are* getting tough now as the elastic-linked balls bounce round the centre block in the most unpredictable of manners. Go for the blue balls first from position 1 and (fingers crossed) they'll collide. If not, bounce everything all over the place; eventually they'll collide and make your game a lot easier.



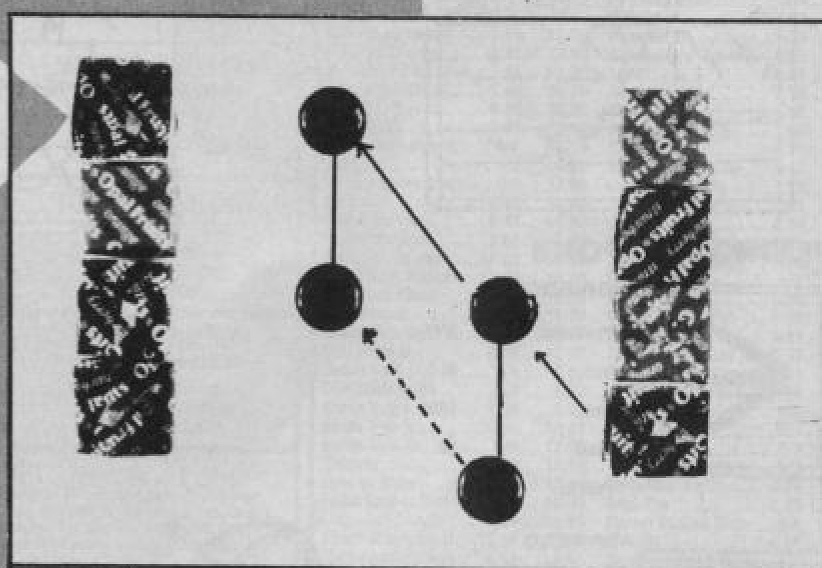
Level 10
No sweat, even if you do have elastic stuck to your craft. Two-player mode can be a tad awkward but take it slow and you'll be alright. Move *past* the white ball and then up to line up with it (this is to make sure you don't knock it off screen). Now knock the white into the white and then follow it up with the blue hitting the blue to end the level and the *E-Motion* tips for this month.



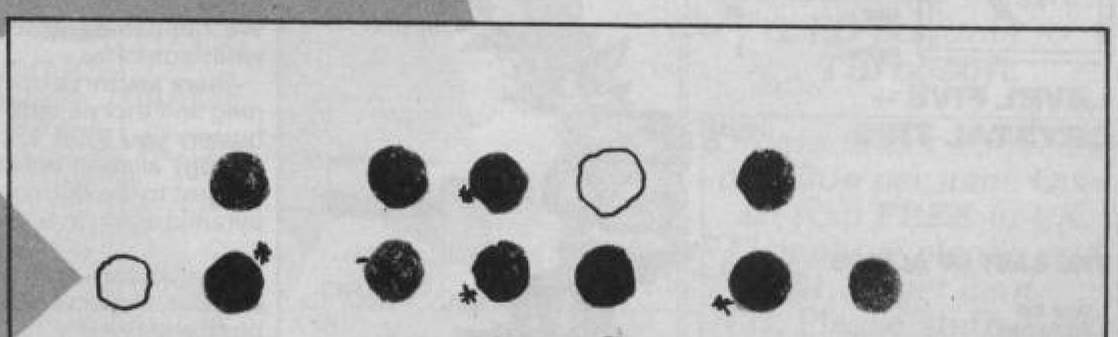


Level 7
THE screen for knocking up bonus points (as found out by Wozza of that TGM rabble). It's a very tough level to complete without another player as you have to knock three balls from one end of the screen to the other (complete with wrap-around). Aim for the middle one first, knocking it to the edge of the screen where you can get at it and then hit it over. Do the same with the other two but watch that the ball doesn't wrap off the top or bottom of the screen. If this doesn't work follow the 'organised chaos' tip mentioned above.

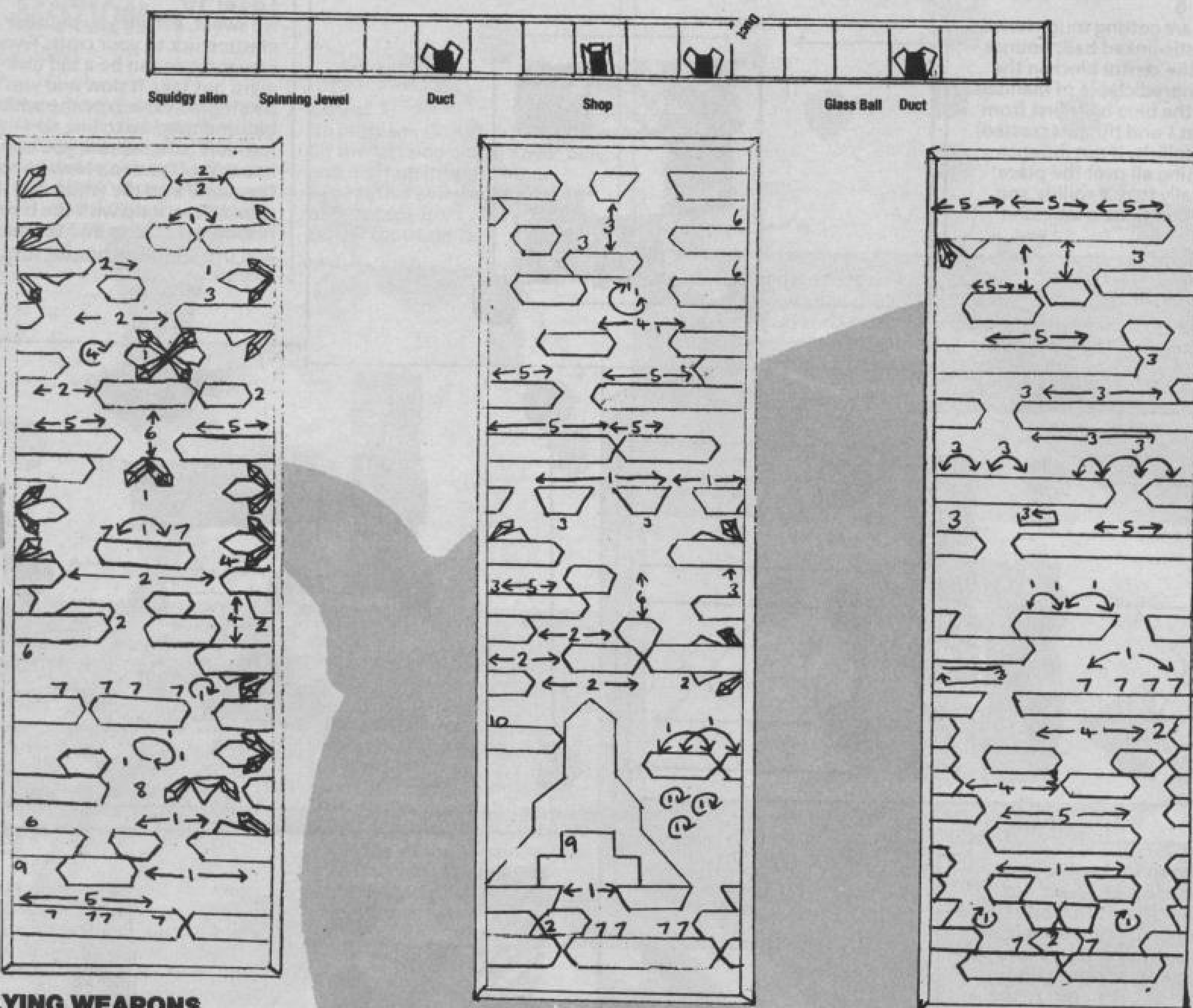
Level 9
Not too difficult. Not too difficult at all in fact. Slowly bump the yellow ball up north-west into the other yellow ball and finish off with an orange ball bashing session.



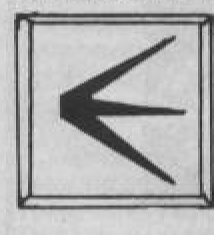
Level 8 – Bonus Round 2
It's bonus points time again. This time you MUST NOT touch the red pods as it ends the bonus round. Instead just inch your way round slowly to the middle set of balls and speed down the centre (making sure you're dead accurately lined up) and then move pixel by pixel to collect the other two pods. Two players can be a hindrance on this level, more chance of making a mistake.



ZZAP! Pig in a Poke



FLYING WEAPONS



DIVERGER

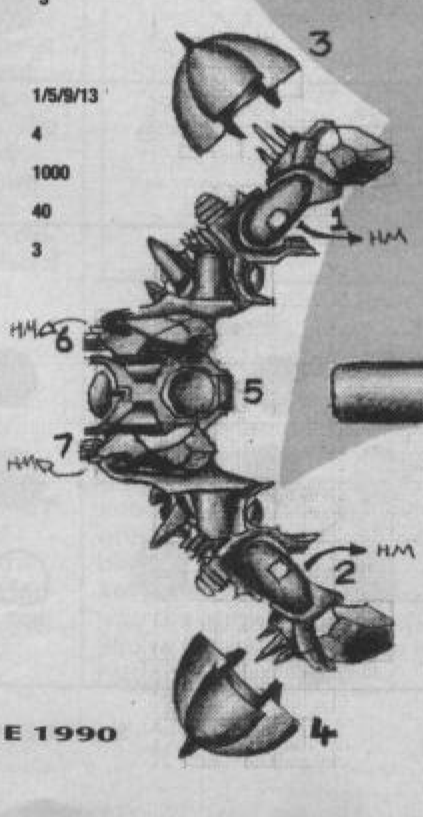
Positions:	5/13
Inc:	3
Cost:	1000
Max:	36
Points:	3



SPREAD

Positions:	1/5/9/13
Inc:	4
Cost:	1000
Max:	40
Points:	3

LEVEL FIVE – CRYSTAL TIPS



THE CAST OF ALIENS

1. Glass Ball
2. Crystal Rock
3. Squishy Blob Thing (!)
4. Spinning Ice Ball
5. Ice Warrior
6. Ice Diamond
7. Crystal Shard
8. Spinning Disk
9. Splitter
10. Spinning Jewel

Compiled and drawn by Andrew Roberts (C)1990

RETROGRADE
(Thalamus)

Andrew Roberts **provides another excellent map while Apex continue with their tips:**

Level 5

You will now have realised that we like the idea of progressively difficult levels and the crystal level is no exception! As soon as you start we suggest that you upgrade your power fist to its maximum – take that, you alien slime! There are also some more weapons for sale in the shop including that delightful Diverger and superlative Spread. We can't think of any required weapons so just mess about with what's on offer.

There are three ducts on this level, all containing some rather cunning and tricky aliens, not to mention rather pretty. To get the planet busters you must kill the following aliens on the ground: a pink squidgy alien in between two orange squidgy aliens, a pink crystal ball just to the right of two orange crystal balls, and a spinning orange pyramid again in between two orange crystal balls.

Once duct three has been completed you will have to face the huge, hideous, hyperventilating (!?), humongous nerve centre! What a puzzler this is!!

Referring to the diagram, shoot points 1 and 2 (in that order) from the right to release the umbrella-shaped pods which will allow you to destroy them (points 3 and 4 in that order). Avoiding the mischievous missiles blast away at point 5 from the right until its protective shield is blown away, then shoot points 6 then 7 from the left. Now go back round to point 5 and shoot the eye (only when it's open) to destroy the nerve centre (sigh of relief!).

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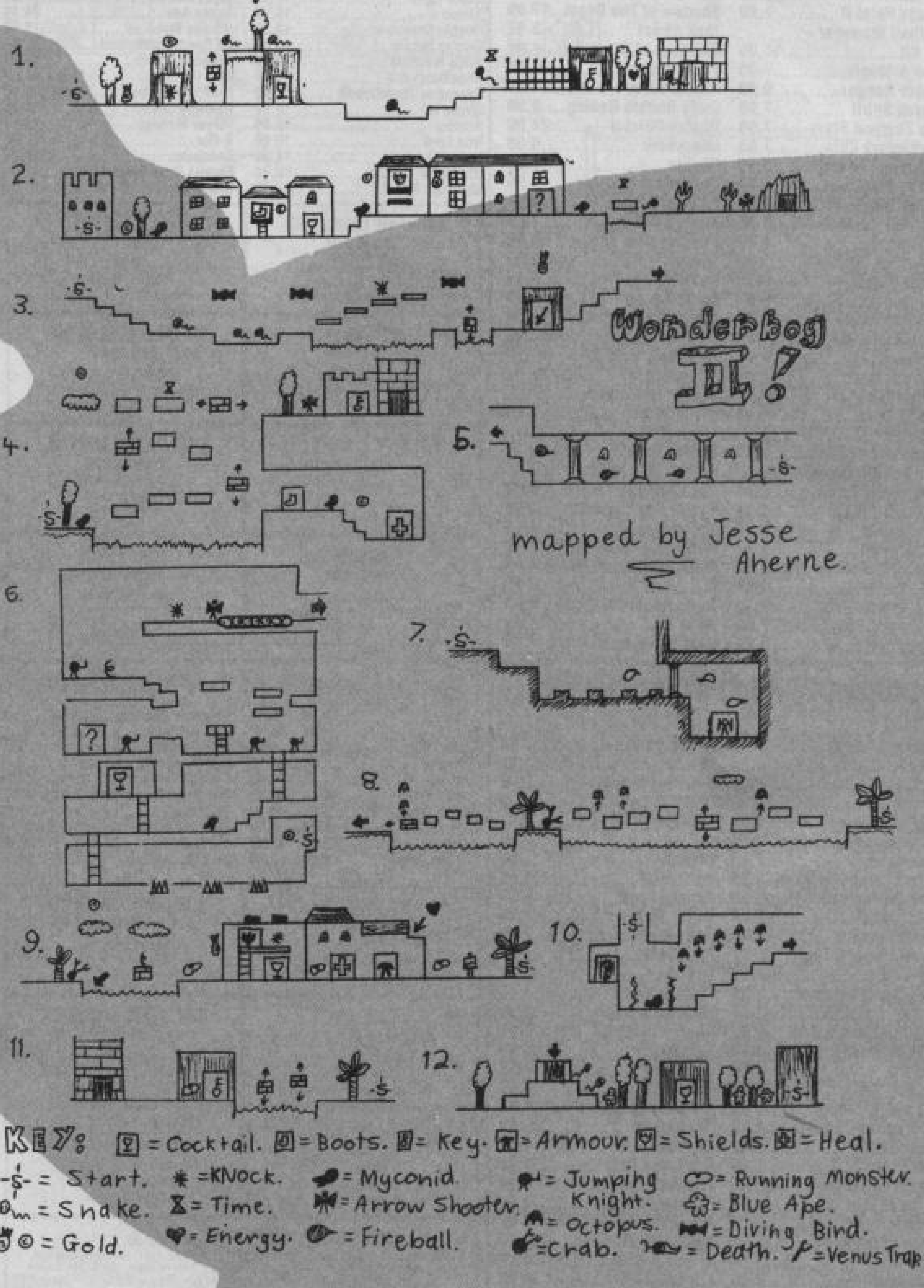
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SUPER WONDERBOY (IN MONSTERLAND)
(Activision)

Stephen Higgins of Caernarvon in Gwynedd makes his presence known in the ZZAP! tips section this month with some extremely useful tips for the latest in the *Wonder Boy* saga – when's *Monster Lair* coming out, Activision? Use these in conjunction with the maps by Jesse Aherne. A great many thanks to both of you.



Level 1
Enter the first door to get the sword. Jump onto the lift and then jump left onto the cabin roof, now jump up to receive extra gold. For bonus time, stop just left of the fence.

Level 2
The first door you come to is a shop selling boots, ignore it. The second door is a bar, walk past it. The third door is a shield door, enter here and buy a light shield. Run and jump off the ledge to reveal a bag of gold. Enter the fourth door and buy bombs.

Level 2.1
Jump from the top step for extra gold. Go right until you come to a lava pit. Jump up to the third platform and stop. 'OH!' will appear on the screen. Hit the spacebar to knock on the wall and a hidden door will open. Inside, an old lady gives you a letter to deliver. Carry on walking right and you will come to another door. Jump onto the cabin roof and move to the far left, jump up a few times for extra gold, go down and enter the door. Use your bombs on the Vampire Lord. Keep going right to exit.

Level 2.2
Go right jumping onto the platforms, from the fourth platform jump right (into the gap) and enter the first door. Buy leather boots. The second door sells cures. On your way out jump on the first step for extra gold.

Level 3
Keep going left and jump onto the first step for extra gold.

Level 3.1
Go left, climb the ladder. The first door you see is a bar, go right and up the two ladders. Jump left and buy fireballs. For extra gold jump onto the platform sticking out of the wall (far right) and jump in the corner. When you get to the stairs stop at the last one and wait for the hour glass to appear. There is another hidden door in this level, wait until 'OH!' appears then knock on the wall.

Level 3.2
This level is too easy for words!

Level 4
Jump on the second pine tree for extra gold. Carry on left.

Level 4.1
This is the coastal town that the old lady told you about. The first door is the armour shop, the second door sells cures. Enter the third door and buy a cocktail. Climb up the ladder to the left and kill the monster. The door above the ladder sells shields. next to this is a window. Knock on the window and an old lady will take the letter and give you a flute. Go left and fall into the sea. Jump onto the island and carry on walking left. Fall off the cliff again and kill the bouncing monster. Keep going left to enter a secret room. Jump left and enter the door, buy lightning, then go right to exit. Once back on dry land walk left and enter the first door. This is the dragon's lair: line yourself up with the red jewel, the dragon can't hurt you here. Get the key and exit left.

Level 5
Walk left, ignore the first door – it's a bar. Climb the steps and jump down the centre of the well.

Level 5.1
Make your way right, killing snow monsters and bats, and after a while 'OH!' will appear on the screen. Making sure you have not stepped off the ledge, knock on the wall. You now have to face Giant Kong. Kill him and the power-sword is yours. Go right until you come to a door, jump onto the cabin roof, line yourself up with the door and jump. Jump down and enter the door and buy the cheap armour. Go right to exit.

Level 5.2
The first door is a bar, walk right until you fall into a hall. Kill all the bats to the left (until you get the key) and exit via the platforms. Back above ground, carry on going right, stop at the large cactus, line yourself up with it and jump for extra gold. Keep going right to exit.

Level 6
Just keep going right ignoring the Deaths. Try not to fall as the ground is covered with spikes.



Level 6.1
Go right, jump the gap, carry on right and jump the gap. Kill the green snake and enter the door. Buy armour and walk left (fall off the ledge). Carry on to the left, jump the gap and kill the three snakes. Keep going until 'OH!' appears, knock on the wall, buy the cheapest books. Go right and fall down the gap. Jump the gap to the right and again. 'OH!' will appear; knock on the wall and buy a cocktail. Jump the tap to the left, walk left and fall the ledge. Walk right until you come to some platforms, jump up and enter the first door. The best way to kill this ugly mother is by trapping him in the corner and stabbing him. Your shield will protect you against thunder bolts. Enter the second door to leave the level.

Level 7
Ignore the first door (it's a book shop) and enter the second, buy some revival medicine. If you already have medicine ignore the second door. Enter the third door and buy a cocktail. Go right, the fourth door sells cures. The fifth door is the gold collector's den, kill him for gold and a power-sword. Enter the sixth door and a kind chicken will tell you to go west. Keep going left until you come to a floating platform and jump onto it. The platform hurls you into the air and you are now above the clouds. Make your way right using the clouds as platforms. Each cloud yields a bag of gold which should appear as you jump on it – if nothing happens, try walking about. The last cloud has four bags of gold. When you can go no further right take a running jump down.

Level 7.1
Go right, ignoring the first door, until you come to a very tall ladder. Climb the ladder and Wonderboy will play the flute – you can now enter the door to the right.

Level 7.2
Go left until you come to the Red Knight, kill him and drop off the ledge. Jump on the floating platform and when it reaches its highest peak, hit the spacebar. Go left, kill the fireball, jump on the first step and then jump up to reveal a heart, grab it and carry on left.

Level 7.3
Back where we started! Go left, enter the first door, kill the red knight and carry on going left to exit this level.

Level 8
Make your way right using the platforms. The first door is a shield shop, carry on right, the second is a bar, enter and buy a cocktail. Enter the third door (above the second door) and buy lightning. Carry on going right, enter the cave.

Level 8.1
This is quite a tricky level, just make your way downwards (keeping right) but beware the lava pit at the very bottom.

Level 8.2
Go right (try using clouds to avoid monsters) until you come to a door. Enter the door, kill the demon and exit to the right.

Level 9
Just keep going left.

Level 9.1
This is the same as level 9, with a few extra monsters. Enter the first door, kill Snow Kong and exit left.

Level 10
Go right, enter the first door and buy a cocktail. Kill the two plants above the door, line yourself up with the door and wait (about 2 seconds) to receive extra gold. Go right and fall into the sea, walk right until you fall into a hole. Jump to the left and enter the door, buy what you need and go right. On the third step just before the exit, jump and you'll be rewarded with some gold.

Level 10.1
This is the same as level 5.1 with added nasties. Go right until you come to a lava pit; jump over this using the platforms. When you come to the second lava pit just fall off the ledge to enter a secret room, which is the same as level 8.1.

Level 10.2
Go right, enter the first door and buy a cocktail. Go right and enter the second door, buy the Knight Armour. Kill the Red Knight and carry on going right. Enter the third door and the nasty from level 6.1 makes a cameo appearance. Kill him using the same methods as before. Ignore the fourth door and enter the fifth to exit.

Level 11
You're getting very close now. You can manage this level alone. The dragon's floor is paved with gold.

Level 11.1
This is it, the final level!! Enter the only door which will bring you to the conflict with the Meka Dragon himself. You don't stand a chance unless you have bombs, lightning or fireballs. If you manage to kill him with multiple hits with the special weapons (and good armour for protection) then may I say 'Jolly Good Show!!'. That's it!

SNARE

(Thalamus)

The saga continues as we go exploring areas 5 to 8 of this ace puzzler. Apologies to those of you expecting to see this in the last issue but space ran out – simple as that. Still no sign of any *Snare* tips from you lot so come on and make our day before we pull *all* our hair out! (We can't have Phil looking like Kojak, now can we??? – Don't answer that!)

Area 5

You can't use the entrapment wall on this level which luckily isn't too much of a problem.

Head North to the void surrounded by four switches and in the following order run over the switches to create a platform, connecting bridge and teleporter. RED, BLUE, PURPLE, GREEN.

Go to the opposite side of the teleporter before going through, if you go straight in you may not have enough time to turn round and hit the alien that homes in on you immediately. Kill the alien with one shot and then head North to the top and turn to the East and enter the teleporter (don't go through the one to the West – you have been warned!). When you go through the East teleporter come to a halt immediately to avoid the void (!). Head to the East edge of the area and turn South and go through the exit (the alien may be hanging around here so try and keep a void between you and him and take shots at him before exiting – it's safer in the long run).

Area 6

A lot of jumping involved on this level and the entrapment wall is disabled – luckily you don't need it on this deceptively easy level. At the start come to a halt and shoot the aliens to the West and East (they need two shots each).

Now turn to the West and leap onto the platform. Turn North and jump across up to the switch. Go back to the start position and head North from here for one platform. Here move to the very far left or right of the platform (with the ship just hanging over the edge). Now jump North to just miss the void. Shoot the robot to the North and jump up North until you reach a platform junction.

Now head East along the platforms (power 2 jumps) and go up to and through the teleporter. Head to the Southwest and hit the switch, head to the Northeast and teleport to the start platform again. From here head East and go up the Eastern side of the screen to the top teleporter to reach the exit (shoot the alien first though!).

Area 7

On this level you can't slow down so things get a mite tricky considering there's a lot of jumping and quick turning involved. Head South and then turn East to go along the area edge. Turn North and go up the side until you reach the area next to a platform to the immediate West with an alien moving back and forth on it. Now move West and East in this space, timing it right so that *as* you head West towards the alien he moves into your line of fire (hit him twice to kill him and don't forget to turn back East after each hit or you'll fall into the void!).

Now jump onto the platform and hit the switch. Go back East and go up the side of the area along the three new switch-generated platforms (power 1 across each). Head North to the top edge and then head West to between two sets of green tiles (with a platform to the South). Now move North and South timing it right so that the alien on the North platform comes into your line of fire at the right time (again two shots should do it).

After the alien's demise, leap the gap to the Northern platform and jump onto the next North platform after that (stop or turn East/West immediately upon landing). Now head to the East and turn North. It is from here that you'll have the only chance of hitting the alien on the further North platform. Repeat the North/South movement to time your shots at the alien but BE CAREFUL as there's little margin for error! If you miss you can always go back round the platform but it's a long haul and you may again miss a shot at the alien. If you do kill him follow this with a jump North and then another onto the top most North platform.

From here head West and jump onto the inner platform while correctly lined up on the switch there. Hit the switch and turn back East. Jump back to safety and then onto the East inner platform, hit the Smart Bomb switch (which kills a final alien near the exit teleporter), and then jump back West. Now all you need to do is to retrace your steps back to the area where the two sets of green tiles were. From here you simply jump South onto the final platform, go through the teleporter and go along the corridor to the area exit teleporter. Phew!

Area 8

Compared with that last area, area 8 is a doddle! Well, nearly! On this level your top speed is reduced but this isn't as bad as it may seem (unless you're being chased by a fast alien!).

Head North and go East along the edge of the green wall. When you get to the bit where the wall blocks the North pathway just shoot away the wall (the contained exit teleporter plus alien is directly South).

Now go North and stop at the yellow line: from here you can hit the alien with two easy shots and then go West. Go North to give yourself a run-up and jump onto the West platform now to the South. Go through the teleporter and immediately STOP! Turn round to face the area wall and wait for the fast moving alien to come round (two hits are needed but he moves like the clappers – use the radar to judge when he'll appear. Incidentally, the ping sound you hear on this level is the sound of the mines in the minefield, more about them in a mo).

Once the alien is no more, turn round and jump North (power 1) onto the middle platform, turn East and jump onto the large platform (power 2), and then hit the switch. Now jump back West and jump North (power 2) and North (power 1) again to arrive next to the area wall. Turn East and go up to the teleporter (go through at slow speed and STOP!).

You're now in the minefield!! (see the minefield map for mine positions). Luckily your ship can have a slight overlap on a mine position and not explode – don't push your luck though as there's a relatively easy right-hand side route through the minefield. Take it slowly through and go through the teleporter in any direction but NOT *Southwards* (you'll see why when you teleport!).

Now head back North along the pathway again and after the yellow line head East, turn North for a little distance and then turn South and jump onto the East side platform and the waiting teleporter. Watch out for the random-movement alien in the next part of the level; if he's in your sights kill him otherwise avoid! Head North and then East following the path round. Line up the switch surrounded by green speed-up tiles and run over it (not forgetting to slow down afterwards!).

Keep going East and go *past* the teleporter and head to the Northeast to the sneakily hidden smart bomb. Run over it and then go through the teleporter. You're now back in the minefield again and just inch through like before but activating the switch on the right side before going through the teleporter leading to the final exit teleporter. Phew again! Roll on the next set of 4 levels!!

After that I'm in a bit of a pickle, I've got to level 10 with a little help from Phil and Andrew Roberts but can go no further. It's not worth me revealing the solution to just level 9 so I'm stuck. I may well give Rob Stevens a call to get the solution but if anyone has the solution then send it in!!! (By the way, the solution to level 9 is unbelievable! Talk about a need for precise timing! Rob Stevens, you're a mean person alright!)

THE UNTOUCHABLES (Ocean)

Not a tip as such but a graphic oddity to accompany the C64 cheat mode of a few issues back (get your issue 61 from the back issue dept. of this very magazine if you haven't got it already! Plug Plug!) courtesy of Gavin Barswell of Portadown in Northern Ireland. Using the TECHNIQUE cheat, get to level 6 with the final show-down with Nitty and when Nitty starts running across the screen move your gunsight across the screen and press F7. Nitty floats across the screen and dies in a few seconds. Weird!

TURBO OUT RUN (US Gold)

Another Turbo tipette to go with the RUNSTOP and :/ cheat of a few issues back. Stuart "Dweeb" Barfoot of cheesy Stilton in Cambridgeshire found this one.

If you get a friend to hold down the RUNSTOP key (for pause) you get a 'slow motion' *Turbo Out Run* with much more reaction time. We don't have a working copy of *Turbo* around at this very moment in time so I couldn't check this one out. Try it though and see what happens.

DRAGON'S LAIR 2 – ESCAPE FROM SINGE'S CASTLE

(Empire/Readysoft)

Stuart Hardy of the seemingly misplaced Wales in Sheffield is a regular contributor to the ZZAP Rrap. With *Escape From Singe's Castle* under his belt Stu sends us his words of wisdom.

The guide is for every screen and includes all the moves for them. Obviously these moves need to be reversed for mirror images.

The Tilt Room (The doorway is on the left)
When the room begins to shake, pull DOWN. Then, when Dirk lands, push FORWARDS, and FORWARDS again when the tiles fall away, so he does not fall. Finally push LEFT to exit through the door.

The Crumbling Walkway
Wait until Dirk plants both feet onto the walkway, pushing FORWARDS when he does. After he has landed, push FORWARDS again. Repeat this process for all four scenes.

The Smithy
When the sword begins to glow, press FIRE. Then, when the sword comes towards Dirk, press FIRE again, to knock it aside. Then (to avoid the anvil) move Dirk towards the side of the screen he is nearest to.

The Lizard King
When Dirk's sword is drawn away, he should immediately move towards it. Move in the same direction again when the Lizard King advances. When the scene changes, push FORWARDS and then in the same direction as the sword moves at the T-junction. When the scene changes again, press FIRE to grab the sword, and FIRE again when the Lizard King appears. The next two moves should be made *towards* the Lizard King and, when Dirk's sword becomes stuck, pull DOWN. As our hero rolls out of the way, press the FIRE button to remain victorious!!

The Door Knocker (The door appears on the left)
When the door knocker begins to glow, push RIGHT. When Dirk lands, press FIRE, and use FIRE again when he has drawn his sword.

The Goons (The stairs appear on the left)
As soon as Dirk appears from the Trapdoor, push RIGHT. Then, when a sole Goon appears, press FIRE, and go RIGHT as soon as it is slain. Push FORWARDS when Dirk begins to mount the stairs, and go LEFT as soon as he reaches the top.

The Mudmen
When Dirk walks forwards, pull DOWN. Do nothing until the scene changes, where you should first push FORWARDS and then move away from the river along one side. Push FORWARDS when the scene changes, and go LEFT/RIGHT to move Dirk along the bridge, pulling DOWN when he nears the end. Finally, push LEFT/RIGHT to enter the cave entrance.

The Horse (The fire begins to the right)
Do nothing until the Horse moves, where you should move LEFT then RIGHT, then LEFT to avoid the walls of fire. When the Horse pitches forwards, move in the direction Dirk is facing, so he jumps clear of the ruined Horse.

The Burning Ropes (Dirk enters from the right)
When Dirk mutters "oh oh", push LEFT. Then, when he is swinging, push FORWARDS, and LEFT again when he reaches out for the next vine. Repeat the process for every burning vine.

The Labyrinth (The first skeletal hand appears on the left)
Run around the maze until Dirk enters the large chamber. When he pauses, push RIGHT away from the skeletal hand, and then jump FORWARDS. When Dirk lands, move LEFT, and then head RIGHT to exit through the door.

The Shapeshifter's Crypt (The crook of the staff is on the right)
As soon as the Shapeshifter appears, move LEFT away from the crook of the staff. When the lightning strikes, push RIGHT towards it. When the screen changes, move RIGHT again and quickly FORWARDS. As soon as Dirk lands on the stairs, move LEFT *towards* the hole and then FORWARDS immediately. Once Dirk is at the top of the stairs, pull DOWN and then push FORWARDS towards the Shapeshifter. As Dirk runs towards the Shapeshifter, press FIRE, then press FIRE again when he swings his sword to slay the Shapeshifter!! Yaaaay!!!!

CARTRIDGE CORNER

Rainbow Islands
29535,189

Double Dragon 2 46537,173
46553,173

Strider
35259,173

Fast Food Dizzy
20405,173

Fantasy World Dizzy
9652,173

Future Bike Simulator
5719,165

Dropzone
3060,173

Ghouls 'N' Ghosts
10798,165 **(Infinite lives)**
13860,165 **(Infinite time)**
16019,173 **(Plants shoot in the opposite direction)**

Chase HQ
36702,173 **(Infinite Turbos)**

Turbo Out Run (Infinite Time)
16034,173 **(Levels 1-4**
16005,173 **(Levels 5-8)**
16034,173 **(Levels 8-12)**
16055,173 **Levels 12-16**

I-Ball 1
21384,173 **(Infinite lives)**
34395,234 **(Invincibility)**
34396,234

Airborne Ranger
61647,173 **(Infinite time bombs)**
61467,173 **(Infinite L.A.W. rockets)**
3192,173 **(Infinite grenades)**
2270,173 **(Infinite first aid kits)**

Armalyte
59891,173

Split Personalities
7033,173

Dragon Ninja
32890,173

Dark Castle
43984,165

Mutants
9273,165

Cat-a-ball
25132,96 **(Infinite time)**
24990,165 **(Infinite lives)**

Samurai Warrior 20686,165

Sanxion
14142,173

Skate Crazy
7665,173 **(Infinite lives)**
8671,173 **(Infinite time)**

Fernandez Must Die
8410,173 **(Clears the rooms of enemy)**
8155,173 **(Takes tanks out)**
8150,3 **(Puts the tanks back (why?))**

Bubble Bobble
17438,3 **(Watch your score!)**
1240,189 **(Use this poke after level one)**

Batman: The Movie (Again!)
4887,173 **(Infinite lives)**
5081,189 **(Infinite time)**
4827,173 **(Infinite energy)**

Retrograde
50374,173 **(Infinite lives)**
50374,206 **(To switch off the infinite lives cheat)**
60869,173 **(Infinite power points)**
2828,9 **(The following 4 pokes give you 9999 ara)**
2829,9
2830,9
2831,9

That's your lot for this month of June (well, May but you know what I mean). I'm getting together an *Infestation* map and tips (finally), and a Def Guide to *Rainbow Islands* could well see the light of day next ish. I'm asking the impossible here but has anyone out there mapped *Turrican* yet? Nope, thought not! Give it a go and I may well up the prize for best tips. For a limited period (ie this month only) I'm being very generous and I'm giving away 2, yes *two*, (count 'em!) £20 software vouchers. Edward Nevens **of Cowbridge gets one for his great *Weird Dreams* tips and cheat mode and** Stephen Higgins **of Caernarvon receives a late Easter present of £20 for his super *Super Wonder Boy* stuff. The fact that they are Welsh residents has nowt to do with it, honest Stu!**

The address for tips correspondence is, of course, *Pig in a Poke, Stalag ZZAP!, Newsfield, The Case Mills, Temeside, Ludlow, SY8 1JW.*

CLASSIFIEDS

WANTED

Graphic Artist to join with a C64 freelance coding team who are graphically talentless! Contact Craig, Unit 55, Enterprise House, King Edward Street, Grimsby, South Humberside DN31 3JH. We guarantee 100% reply and work! Tel: (0472) 351402.

Will pay full price or £12 for complete copy in as new condition of Destroyer Escort by Microprose for CBM cassette. Must be original cassette. Phone 0373 823643 or 44 The Ham, Westbury, Wiltshire BA13 4HD.

Wanted Amiga part ex my C64 plus £300 worth of games plus cash. 1 year old. All the latest games. Phone Andrew 0742 582640.

FOR SALE

Lots of C64 games for sale at really wicked prices. £1.35 – £2.69. Latest titles included. Also 3.5" DSDD disks, guaranteed, 10 for £6.50. E G Distributors, 34a Marina, Bexhill-on-Sea, East Sussex TN40 1BP. Tel: 0424 730209.

C64c, C2N with over £120 worth of games, freeze machine, back-up board, reset switch, plus many magazines. All for £260. Phone Phil for more details – Luton (0582) 413413 after 4pm. No time wasters please.

C64 games for sale: Shinobi, Cabal, Myth, Pictionary, Renegade III, MTVR, Ninja Warriors, Ghouls 'n' Ghosts. Very cheap only £5. Write to: Thauvoy Jesabel, Chee De Malines 3, 1370 Wezembeel-Oppem, Belgium. 100% reply.

For sale C64 with tape deck, joystick and over 90 games which include new titles like Op. Wolf, Myth and Thalamus The Hits. £150 ono. Phone 0475 29999 and ask for Craig.

C64c, data cassette, light gun, joystick, utility cartridge, £250+ **of software, all leads, manual, box included. Six months old. Immaculate condition. Worth £500. Sell for around £250 (ono). Phone 061 486 1913. Ask for Danny.**

Amiga games! Op. Wolf, S. Harrier, R-Type, Xenon 2, £8 each, £27 lot. Box of 10 DSDD disks £8 (have three boxes). Phone Matthew on (0656) 767814 after 4pm please. Thank you, good night. Bye-bye.

Commodore 64c, Excelerator Plus disk drive, Action Replay MkV Pro, £500 of games, 250 disks, 2 tape decks and back-up board. £300 ono. Tel: 091 4607010.

CBM64, new model data cassette, 2 joysticks, £150 of games including Rainbow Islands, Pipe Mania, Stunt Car Racer, Myth, etc . . . Only £220. Ring Tony on (061) 344 5882.

Amiga 500, 2nd drive, joysticks, £1000 worth of games, stereo amplifier and speakers, £110 worth of mags, loadsa PD disks, modulator, disk box, under guarantee £650. Tel: James (0822) 833931. Boxed as new – quick sale.

Commodore 64, disk drive 1541, Action Replay back-up cartridge, joystick, over £500 worth of games including Power Drift, Gazza's Super Soccer, Altered Beast and many many more. £300, will take less. Phone Hampton Middx. 941 1917 after 4.00pm.

C64, 1541 disk drive, modem, Currah speech unit, joystick and over £500 of software on disk and cass., many new titles. £250 for the lot. Phone 0740 655845 after 5pm. Will deliver anywhere in North East.

Sega Mega-drive for sale, includes joypad, Ghouls 'n' Ghosts, Super Hang oN, Super Shinobi, World Cup Soccer. All for £375.00. Write to Robert, 38 Prince of Wales Ave, Reading RG3 2UH. Please include your telephone number.

Amiga A500 with games Batman, Op. Thunderbolt, Kickoff, Horse Racing, lots more, also Joysticks & mags. All worth over £1200. Asking price £500. Call Steve after 5pm. Tel: (01) 877 1665. Hurry.

C64, 1541 disk drive, 1520 printer plotter, tape deck, Action Replay, over 100 games, boxed, immaculate condition. £350. Ring Barry in Oxfordshire on 0993 881570 after 6pm, 7 days a week.

For sale: CBM 64 and data cassette, plus over 80 games including Bubble Bobble, Dragon Ninja, Out Run, Double Dragon, Ikari Warriors and more. Plus a Competition Pro joystick. All for only £150.00. Call Mark on 061 720 8623.

Zzap issues 1-31, most in perfect condition. Offers in writing only to: Paul Taberner, 133 Park Road, Westhoughton, Bolton, Gtr. Manchester BL5 3DB.

PEN PALS

Amiga contacts wanted: Write to Robert Brammeld, 50 Red Leasowes Road, Halesowen, West Midlands B63 4SE. Replies guaranteed. Disks only if possible. I am a programmer in 68000. I am doing a Btec Nat Dip in computers.

C64 disk contacts wanted to swap demos, etc. Send disks, tapes, lists, letters to Bill Bennett, 3 Beaufort Road, Yate, Bristol BS17 5DS. 100% reply.

C64 disk contacts wanted. Send lists and disks to Andy Smitham, 2 Elm Tree Avenue, Cockernhoe, Luton, Beds. LU2 8QA. Send now!!! 100% reply.

Music contacts wanted! If you want to swap house/dance music and others, then send a tape and/or a list of your tapes to: Matt, 59 Jobes Close, Balcombe, West Sussex RH17 6AF.

Amiga contacts wanted worldwide. Send lists/disks to Paul Sullivan, 23 The Grange, Woodham Village, Newton Aycliffe, Co. Durham DL5 4SZ or phone 0325 318367 after 4pm. 100% reply guaranteed, so don't delay, write to me.

Amiga contacts wanted worldwide. Send disks/lists to: Teuvo Kaartamo, Ylankotie 4, 04420, Jarvenpaa, Finland. 100% reply to any letter.

All coders, artists and musicians wanted to join a new group on the 64. Call (0602) 752237, ask for Paul. Send to: 180 Nottingham Road, Hucknall, Notts. NG15 7QD. 100% reply. All welcome to join!

C64 disk contacts wanted worldwide. disks to Green Beret!/tnt, 70 Georgian Village, Castleknock, Dublin 15, Ireland. 100% fast reply. Give a name to your pain and write soon!

Disk users! We want to swap the latest stuff for C64. All letters and disks will be answered. Write to Gax, Via Aurelia 233, Ricco Del Golfo, 19020 (SP), Italy. No lamers!

MISCELLANEOUS

Pokes Galore! for C64. We've got over 800 pokes. Send SSAE, £1 and 10 pokes you need plus an extra 5 to fall back on. Send to Alan Belsey, 12 Dudley Road, Brighton, E.Sussex BN1 7GN.

C.V. service, unbeatable daisy-wheel quality. Send: Name, address, D.O.B., tel. no., exams taken/taking, (inc. board), work experience, interests, achievements, referees + **any other details. (Kept confidential). £1 + SSAE: 4 Ambleside Close, Beechwood West, Runcorn, Cheshire WA7 2RT. (W.J. Hankin)**

Over 500 pokes for your C64, new and old. Send £2.50 to Alan Belsey, 12 Dudley Road, Brighton, East Sussex BN1 7GN. 20 pokes in A-Z order. This must be the pokes booklet of the year!



RESULTS with Ken the Fish

Hello again, fish fans! Have you missed me? (Say 'yes'!). Well, after being squeezed out of the last two issues by that scummy Scorelord my Results are back again at last . . .

COMPACT COMP
(CodeMasters, Issue 58)

Cor, the winner gets a Sony D-20 portable CD player (it'd just fit nicely in my bowl – I tried it!) along with CodeMasters innovative CD Games Pack with ultra-fast loading for the 30 C64 games on their CD. And the lucky guy is . . .

James Locke, Bristol B59 4QG.

Second prize is all 30 games on tape, and goes to

Steven Neale, Spalding PE11 3PJ.

But that's not all: 10 runner-up each receive a CodeMasters T-shirt:

Paul Tune, Hull HU8 8PH; Craig Myers, Sunderland SR5 2EF; Andrew Todd, Bromsgrove B60 2DL; P Lamport, London SE25 6QX; Paul Finlayson, Drumbuie IV40 8DD; Clive Denniss, Norwich NR16 2PS; Richard Dale, Droitwich WR9 0DN; Stuart Smales, Barnstaple EX31 1RR; Patrick Whelan, Portsmouth PO3 5DG; Jonathan Clinton, Bradford BD6 1SA.

SPACE ROGUE COMP
(Mindscape, Issue 58)

You know, I'd just love to be a film director and make movies like Starfish Wars, The Seven Year Fish, and the Codfather. But unfortunately, I haven't even got a camera, not a problem faced by the winner of this comp who gets a nifty Amstrad Video Camcorder. Who know, we may have a budding Spielberg in . . .
T May, London N4 2NW.

Two lucky second-prize winners each get a Commodore disk drive plus a copy of Mindscape's *Space Rogue*:

T V Spittle, Wednesbury WS10 7SB; Charles Bason, Msida MALTA.

And ten runners-up also get a copy of *Space Rogue*:

I Felstead, Manchester M27 1AU; John Griffiths, Abercrnon CF45 4EL; B Church, Coclsdon CR3 1PF; Scott Davey, Colchester CO3 5EQ; F Heeks, Wolverhampton WV6 0QF; Mark Haydon, London E4 6JP; Dean Betts, Kent TN8 6BN; M Fenech, London NW1 1ER; D A Sadgrove, BFPO 16; Biplob Dass, Croydon CR4 8LN.

QUICKDRAW COMP
(Hewson, Issue 59)

The artistic standards of our readers are very high as everyone seemed to enjoy looking at the entries in this comp – especially the ones of St Helen! But despite protests from certain reviewers (mentioning no names, Robin 'Page 3' Hogg) the winner was a brilliant airbrushed portrait of the Cyberdyne Warrior. And the talented artist, who receives a Sony Discman portable CD player, is . . .

Michael D Crone, Co Down BT18 9BX.

Second prize, a C64 disk drive, goes to the creator of a humourous Impossibubble cartoon:
Robert Goodison, Lowestoft NR33 9PJ.
15 arty runners-up receive a copy of a cracking Hewson compilation (*4th Dimension*, *Premier Collection 3*, or *Joystick Thunder*):

Julian Buss, Ashford TW15 1EG; Tracy Robey, Pudsey LS28 6QQ; Richard Smith, Stanmore HA7 1LJ; Paul Rigby, Maghull L31 6BN; Steven Martin, London N13 5DT; Jonathan Mair, Sevenoaks TN14 5QP; Paul Smyth, Leicester LE7 7FD; Stephen McDougall, Middlesbrough Cleveland; Wayne Bradford, Nottingham NG3 3AF; David Leask, Newcastle upon Tyne NE3 2HT; Steven Williams, Liverpool L13 3BN; Ronan Casey, Mullingar Ireland; Sean Duffield, Saltburn TS12 2JH; Marcus Moret, London N20 0UE; Raymond Callender, London E10 6LY.

N.B. This is the only real fishtank in the magazine world! Accept no imitation! Luv Ken ♥ "Good Good!"

SCRAMBLE SPIRITS

64 A

Grandslam, C64 £9.99 cassette, £14.99 disk; Amiga £19.99

Despite a graphically attractive Amiga intro, the actual scenario of *Scramble Spirits* remains very obscure. Not that it matters much as this is yet another vertically scrolling shoot-'em-up with one or two players battling through wave after wave of alien invaders.

To smash such opponents as helicopters, biplanes, tanks, and ground installations, pressing fire sends out both bullets and bombs. If you destroy one of the big helicopters a small aircraft appears which can be collected to fly in formation with you. Hold down fire and it will flash, causing a smart bomb effect (but don't do this too often or it self-destructs!). You can choose to have the small planes attack either ground or air targets.

There are six levels and you start off with five lives and five continue-plays.



▲ The magnified view of a bonus section. (Amiga)

Biplanes: the super-weapons of the future! (C64)





I wasn't impressed by this in the arcades; it's one of those instantly forgettable shoot-'em-ups which you don't ever want to see again. The C64 is impressive technically, with plenty of sprites and a two-player mode but the gameplay is so weary and graphics disappointing that I was never hooked. The Amiga game isn't quite arcade-perfect, but fairly close although that isn't saying much. Clearer in-game presentation makes it easier to play, although it's still pretty dull apart from some interesting mother ships.



Who says they don't make them like they used to? Clapped out ideas and a complete lack of originality often results in games like this terminally dull effort. This very weary coin-op gets an attractive, if hardly spectacular coat of graphical sheen on the Amiga but is very mediocre on the C64 – apart from the odd nicely defined enemy biplane it's extremely dull. More sharply defined graphics make the 16-bit game more fun to play, while the C64 game looks so tired I fell asleep after only a few minutes play!

64

PRESENTATION 71%
Attractive loading screen, two-player mode, and no multiload.

GRAPHICS 39%
Fairly clear, but completely unimaginative and dull.

SOUND 40%
Mediocre spot FX with okay tunelets at the end of each level.

HOOKABILITY 45%
Fast and unpredictable attack patterns makes for frustrating gameplay, but high number of lives compensates.

LASTABILITY 43%
Six levels pose a substantial challenge, although repetitive gameplay makes persistence unlikely.

OVERALL 44%
Unoriginal and unexciting.

amiga

PRESENTATION 68%
Okay intro and two-player mode.

GRAPHICS 68%
Quite attractive sprites, but surprisingly undramatic overall for a shoot-'em-up.

SOUND 59%
Banal, repetitive soundtrack.

HOOKABILITY 57%
Sharper graphics make it easier to get into than the C64, but still quite tough.

LASTABILITY 60%
Six fairly large levels, but dull graphics diminish urge to progress.

OVERALL 59%
A good conversion of a poor coin-op.

ZZAP! TEST

BLACK TIGER

US Gold/Capcom, C64 £9.99 cassette, £14.99 disk; £19.99

What could be worse than 100mph winds, hail, and snow spoiling spring? How about three hideously evil dragons, breathing fire, and pestilence all over your previously peaceful province?

Well it's happened, and in the wake of all the destruction has come a deluge of dastardly demons determined to destroy all. That's where you come in: the famous Black Tiger who – to judge from your sprite – are neither black nor feline. What is obvious is that you like fighting and cash, so clearing the land of evil is right up your street.

The game is divided into six levels, horizontally and vertically scrolling with plenty of treasure rooms to be found. In fact the cash, known as zenny (as in *Forgotten Words*), is carelessly left all over the place. You can also open treasure chests with keys, and free Old Men frozen into statues by touching them – a good deed which has its own reward, ie extra time, money, and vitality. More wily Old Men will try and sell you improved weapons, armour, keys, and potions. You already come equipped with a mace to bounce off baddies' bonces and numerous knives to throw.

Stocking up on equipment is a good idea as each level has a particularly vicious baddie at its end: these include a Blue Samurai Dragon (!), a Block Head (but no Ian Dury), and Spear-Throwing Demons.

▼ A virtually arcade-perfect conversion on the Amiga.





After US Gold's previous CP coin-op conversions, the excellent *Strider* and *Ghouls 'N' Ghosts*, this is a disappointment. But I don't think it's wholly the fault of the programmers: technically this is an okay conversion. It's mainly because the *Black Tiger* coin-op wasn't all that special in the first place; just a repetitive kill 'n' collect game.

Out of the two conversions the C64 game is marginally the better with some decent sprites and a nice tune playing throughout. The Amiga version is not at all impressive, featuring jerky scrolling and unspectacular end-of-level baddies. And though *Black Tiger* does have some short-term playability it's certainly not one of the better Capcom coin-op conversions.



Black Tiger was the first Capcom coin-op to use their new CP graphics system, demonstrating great potential in shading, detail, and movement. The Amiga game captures the approximate look of the machine, but it's an ST port-across and the tiny sprites and bland backgrounds never really surprised me. A pity since the game design is so unimaginative, with you simply hopping around platform-packed caverns. Buying armour and weapons adds a small tactical element to the game, but finding your way through the caverns within the time limit soon gets very repetitive and dull.

The C64 game plays slightly faster, though this plus is neutralised by the inevitable multiload. Graphics are okay but not amazing. And though there's nothing wrong with *Black Tiger*, neither is there anything special enough for me to spend any of my 'Zenny' on it.

▼ Using the ball-and-chain on the 'blocky' end-of-level guardians. (C64)



64

PRESENTATION 60%
Unimpressive with inevitable multiload.

GRAPHICS 69%
Okay sprites, dull backgrounds and unspectacular end-of-level baddies.

SOUND 71%
Quite nice coin-op soundtrack livens things up a bit.

HOOKABILITY 68%
Slightly faster to play than the Amiga, although multiload can be a pain.

LASTABILITY 61%
The minor tactical element adds some depth to the repetitive action.

OVERALL 64%
An okay conversion of a mediocre coin-op.

amiga

PRESENTATION 66%
High score table and useful continue-plays.

GRAPHICS 68%
Some nice sprites, but backgrounds are dull and there's not much variety.

SOUND 62%
Very average coin-op tune.

HOOKABILITY 67%
Very easy to get into, but never compelling . . .

LASTABILITY 59%
A fair challenge but, other than a minor tactical aspect, gameplay is repetitive.

OVERALL 63%
A dull and uninspired coin-op gets a bland conversion.

NINJA SPIRIT



▲ The fire-ropes surrounding Tsk protect him against all sorts of nasties, but this swamp monster isn't worried!

Activision, Amiga £24.99

The Last Warlock is once again haunting helpless Japanese villagers, and only Tsukikage, the spirit of the white wolf, can save them. However, wielding a samurai sword with a pair of paws ain't easy so our hero has taken human form to be the ultimate ninja is this fiendishly difficult coin-op conversion.

To defeat the Warlock Tsukikage – or Tsk, for short – must fight through six lands, starting in a decaying temple packed with baddies. Besides the sword-slashing ninjas running at you, there's sneaky baddies crawling under the floorboards poking pikes at you, and ninjas on the walls who throw poisonous knives down at you. At the end of the level there's the obligatory superbaddie, in this case a Buddha statue with lethal fireworks exploding from his hands.

After this its off to the woods, for yet more ninjas who are now joined by ghostly fireballs, vicious white wolves leaping from the sides of mountains and a huge flying end-of-level monster. The swamps are even worse, with huge swordmen and eagle-eyed riflemen. Then ledge, dodging ninjas all the way. But worst of all are the caves, where old men leap to attack with twirling sticks.

Tsk has more than his sword to defend himself with though; pressing 'space' gives him ninja massively improve the sword and lots more besides. Unlike the C64 version, the computer will even flash the weapon it thinks you should use for which section.



▲ Tsk wields the powered-up sword, two clones copying his every move in a battle with the kite-men.

there's a massive warehouse with a trapdoor to take you into an underground confrontation with yet more of the Warlock's minions. Even more demanding is the vertical cliff-face where you must leap from ledge to deathstars to hurl, dynamite and lassoon blades on a chain. What's more yellow-robed baddies drop crystals which can produce a clone Tsk to follow his every step, flames to circle around him, an energy field to



This is an excellent ST game, with a good scroll, loads of leaping sprites and an unusual palette. On the Amiga the colour scheme isn't quite so impressive – I was disappointed the colours weren't darker and richer – although the amount of detail is still impressive. Apart from a poor level two, the levels generally get better with plenty of variety and imagination. Sound is even better, with good use made of the Amiga to provide atmospheric music for each level – pity there aren't any sound effects though.

Actual gameplay is terrifically hard, at least to start with, much harder than the C64 which is very frustrating when level one has to be reloaded every time you lose all your lives. However persistence is rewarding – you have to think about this one more than the C64 where you can simply run past some problems. It's also fun where you walk on the ceilings!



The original Irem coin-op is one of the toughest around and Images Design have kept the conversion faithful which is not good news for novices. The lack of continue-plays makes it a harsh game, level one is horrendous and while level two is easier it soon gets back to nightmare difficulty. Nevertheless after initially dismissing it as way too hard, I was drawn back to the game. The tactics are completely different from the super-fast C64 game: on the Amiga the sword is particularly effective – even deflecting some of the weapons which are hurled at you. Without doubt this is an enjoyable game, which really makes you sweat blood in a satisfying sort of way. On the debit side the graphics are a bit pale and it's £5 too expensive, but the sound is great with some really strong music. Well worth getting – as long as you haven't got a foot-through-the-TV sort of temper!

PRESENTATION 60%
Extremely irritating reloading of level one when you die there, no continue-plays.

GRAPHICS 71%
Pale ST palette, but some good detail and animation.

SOUND 80%
Different tune for each level, thankfully makes good use of Amiga, no sound FX though.

HOOKABILITY 81%
Strangely addictive, even despite toughness . . .

LASTABILITY 79%
. . . a fairly big challenge, but might become too daunting restarting from level one all the time.

OVERALL 80%
A vicious, but addictive slash-'em-up.

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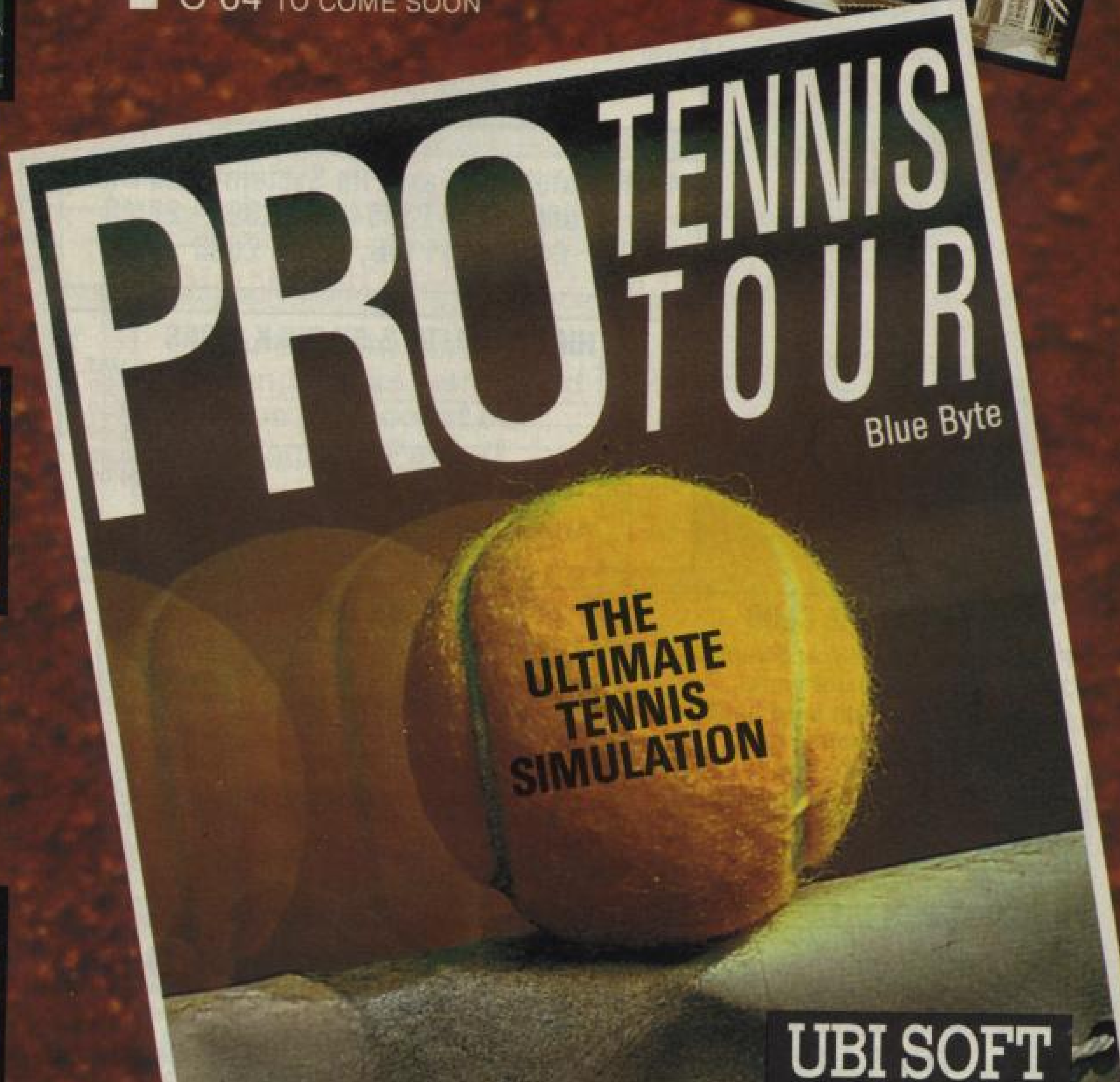


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ZZAP! TesT



▲ The ref comes on to beam down a new player, replacing one blown up by the explosive football!

CYBERBALL

A

Domark, Amiga £19.99

If you think American football is a tough game now, you ain't seen nothing yet. By the year 2022 it has got so violent it can only be played by huge robots: the last human to play the game was tragically decapitated by a face-masking violation in his farewell match!

▼ The strategy side, choosing one of the colourfully titled plays.



As in present-day gridiron, the offence try to advance the ball up the field with the eventual aim of scoring a touchdown. However, instead of having four chances to advance ten yards they have to reach the 'defuse line' before the ball explodes! The offence can choose to run, pass, or do an option play, then choose from four alternatives (automatically selected for the current situation from a total of over a hundred offensive plays such as 'Cheap Hooker', 'Thrust', and 'Wham-bam'). Similarly the defence gets to choose from a variety of short, medium, and long defences.

On all plays, the quarterback first gets the ball before handing or passing it to a colleague to whom control switches. When passing, the quarterback has a choice of three targets to throw to. All players have a turbo-boost for extra speed but this can only be used once per play.

Cyberball is such a tough game that even robots aren't immune from damage: they can be destroyed by being tackled too much or when in possession of an exploding ball! Damaged robots cost hard cash to replace – this is earned by scoring points: two for a safety (tackling an opponent in his own endzone) and six for a touchdown. Field goals are not allowed and instead of kicking touchdown conversions you must either run (for 2pts) or pass (1pt) the ball into the endzone from a goal-line position.

There are six teams to choose from including two of the easier instructional standard. Disappointingly, there is no human vs human option, although two players can play for the same team against a computer side.



This is no *TV Sports Football* but still very playable all the same. I appreciated the huge variety of humorously named plays and the neat presentation with robotic speech and detailed diagrams of each robot type. The action is far easier to get into than *TV Sports* with a simple method of passing, although this ultimately proves limiting. What really disappointed me was the omission of a competitive two-player option, as although the team-mates mode is fun the computer opponents are far too easy to defeat. And with the lack of a league competition there's no real challenge to keep you interested.



In my games co-operative play usually ended in violence, with Phil refusing to pass the ball to me merely because I may have dropped it once or twice! Certainly it takes a bit of getting used to, with bulky robots to manoeuvre through a formidable defence line. The game is a little sluggish, but you soon get used to it and it's a fun mix of arcade action and strategy. The game never succeeded in the arcades, because it was simply too complex for the average Robin-type arcade freak. In the slightly more thoughtful home computer market it should prove a lot more popular.

64

Look out for the C64 review in the next issue.

update

PRESENTATION 85%
Neat attract mode with diagrams of various robots, demo game.

GRAPHICS 74%
Slow moving but otherwise a close enough representation of the coin-op.

SOUND 68%
Good title tune with some neat robotic speech, but disappointing in-game silence.

HOOKABILITY 78%
It's fun and, for an American football variant, not over-complex . . .

LASTABILITY 64%
. . . but the lack of depth and a competitive two-player option – means the fun won't last that long.

OVERALL 72%
Another faithful Tengen conversion.

ZZAP! TEST



Space Harrier 2

Grandslam, C64 £9.99 cassette, £14.99 disk; Amiga £24.99

Contrary to what the name suggests, Fantasy Land is not a happy place. Well, not since it was tyrannized by the Dark Harrier; sounds evil? – well by golly he is!

Exactly what Mr Harrier has done wrong is not known but you can be sure that he's a pretty nasty guy; it says so in the extremely concise (ie virtually non-existent) scenario! But anyway, just imagine a cross between Dracula, Darth Vader, and Des O'Connor, and you should have some idea quite how awful he is.

To defeat this evil tyrant a really goody-goody hero is required. Unfortunately all the Fantasylanders have got is a dodgy geezer, going round on a hoverpad and with a gun so big he has to carry it under his arm!

Our hero can start his mission on any of 12 levels, each of which has a huge mother alien at the end of it. If all 12 are completed, he gets a showdown with the Dark Harrier himself.

During the course of the game, bonus rounds may occur in which extra points and lives can be gained by blasting as many nasties as possible.

▼ **Fast paced action to make your hands all clammy.** (Amiga)



▼ **Zooming over the stripey landscape.** (C64)





This is as subversive a piece of software as you're ever likely to see. I mean, alien genocide seems a totally immoral concept for a game if you ask me! In fact, when I was playing I made sure the aliens always won – who said I couldn't play games?! But if, like most moronic humans, mindlessly destroying alien life forms (out of jealousy for their superior intellect, no doubt) is your cup of Vim, then this is an enjoyable but repetitive blast. The Amiga game benefits from fast moving graphics and mouse control. On the 64, however, it doesn't really show any improvement over the mediocre original which is better value on budget at £2.99.



Zzzz . . . Yawn . . . What? Oh yeah, the comment! Well, to be honest, I never found *Space Harrier* that electrifying, so the prospect of a sequel didn't exactly excite me. And the fact that it's so similar to the repetitive original makes *Space Harrier II* very forgettable. It's more of a remix with different graphics rather than a completely new game. And seeing as the C64 original wasn't all that hot, this isn't a compliment. The Amiga game's technically better with plenty of variety graphically, but apparently Elite are rereleasing the 16-bit original with extra levels – sounds better value to me.

64

PRESENTATION 64%
Good option to start on any of 12 levels, although with the multiload this isn't that desirable on tape.

GRAPHICS 70%
Fast enough with some good sprites.

SOUND 61%
Okay tunes, minimal FX.

HOOKABILITY 61%
Not exactly compulsive, but fairly playable for a few goes.

LASTABILITY 52%
Repetitive blasting becomes tedious.

OVERALL 55%
Not much different from the mediocre original.

amiga

PRESENTATION 74%
A few options including start on any level. Fast multiload

GRAPHICS 76%
Lots of variety, convincing 3-D effect. Adequate speed.

SOUND 63%
Mediocre continuous in-game music plus different tunes for end-of-level baddies.

HOOKABILITY 72%
Fast paced action is initially appealing.

LASTABILITY 62%
Challenging but repetitive.

OVERALL 65%
Okay if you're a fan of the *Space Harrier* coin-op.

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GRAVITY

Imageworks/Mirrorsoft, Amiga £24.99

It's 2320 and the Outies have launched an attack on Mankind's farflung space empire. To gain energy they're converting colonies into Black Holes. All that stands in their way are 16 Scoutships, led by you of course.

Despite the familiar plot, this is certainly not your average alien-bashing shoot-'em-up. It's a complex game, so pay attention! The arcade action occurs in Einstein-Minkowski Four-Space, representing space-time as a rubber sheet which dips around stars and planets to show their gravity wells. What this really means is that there's a rather hilly, multi-directionally scrolling playfield!

There are 128 playfields (or solar systems) to explore. You move between them by entering Black Holes, which automatically take you where your latest orders instruct. There are five types of missions:

1) Exploration.
2) Terraforming – colonizing planets.
3) Military Action – entering Outie-occupied systems, blasting enemy ships, and turning their Black Holes into suns.
4) Colony Protection – escorting colony ships.
5) Route Construction – establishing Black Holes so you can jump to previously unreachable systems.

Control of your scoutship is relatively simple, with keys recommended. However there are plenty of options, including three types of engine, guns and customized missiles (alter everything from guidance to engine). For defence there are drones (which you can pre-program using flow charts!) and a Black Globe Generator which envelopes baddies in an impenetrable energy field. Even more important are Tools which can turn a Black Hole into a sun, a planet into a colony, evaporate an Outie Black Hole, or make a rocky planet inhabitable. Extra equipment can be bought at colonies by earning cash from hits – damage inflicted on either the enemy or yourself!

You start the game at Star Command (StarCom), which can give between 0% and 99% of the vital strategic orders to all the Scoutships (including your own). Should you want to give an order you can use the HoloTank to examine the galaxy, set markers on stars then select an order (ie Explore, Colonize, Skirmish, Conquer, and Convoy). You can assume direct control of any of the ships, and when you die you automatically go to the next ship.

The Outies have three types of ship: Engineer ships (convert suns into Black Holes), Warships (eight types, including Kamikazes and Carriers), and Control/Engineering Platforms (four sizes, which carry the two previous ship types). These vary considerably in size, and can make life very difficult . . .

▼ The Cube, or Holotank, with plenty of solar systems to be explored.





This strategy/arcade game has more detail crammed into it than almost any other game I can think of. It even gives *Midwinter* a run for its money on the complexity front, although this does mean a lot of disk accessing when you call up menus. It's also a pity the strategy area isn't more user friendly. As for the arcade element, zapping baddies by rotating left/right, thrusting, and pressing fire is a lot like *Asteroids* – playable but not astonishing. The massive selection of weapons, programmable drones, and some great baddies add some variety but a lot of the action demands close attention to radar due a very restricted view of surrounding space on the main display. The tactical/strategic element is probably strongest with plenty of ships, planets, and missions to deal with.



After struggling through the scenario you might be a little baffled, it's enough to puzzle even me! But underneath all the jargon, *Gravity* is essentially a strategic shoot-'em-up with plenty of knobs. The core arcade game, with your ship rolling around an isometric playfield shooting off missiles, is hardly astonishing although some enemy graphics are great and the range of weaponry is impressive. The strategy game is very challenging, with plenty of orders and ships to mess about with. An intriguing and innovative game, which some people will love, even though I honestly never got hooked myself.

64

No plans for a C64 version.

update

▼ Using the nuclear orion drive to climb out of the gravity well of a gas giant.



PRESENTATION 82%
Redefinable keys, choose strategy level, save game, and drone programming. But the manual isn't as good as it should be.

GRAPHICS 75%
Limited, ST-ish palette but some good enemies.

SOUND 54%
Okay intro tune, in-game FX mediocre with an electric razor engine.

HOOKABILITY 61%
Initially very baffling, and high difficulty level discouraging.

LASTABILITY 80%
Saving Humanity has never been harder . . . a formidable challenge.

OVERALL 76%
An innovative strategy/arcade game.

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ZZAP! TEST

THEIR FINEST HOUR: THE BATTLE OF BRITAIN

Lucasfilm/US Gold, Amiga £29.99

●Flick the V for Victory sign at the Huns in Lucasfilm's epic follow-up to *Battlehawks 1942*

It's 50 years ago this summer that the classic aerial conflict of World War 2 was fought over the skies of Old Blighty. Lucasfilm takes us back to when almost all of Europe was under the German jackboot and Hitler planned to invade Britain . . .

The first stage of the invasion is the destruction of the RAF. This crucial conflict will last all summer, pitting 530 RAF fighters against 2000 German fighters and bombers.

As in *Battlehawks 1942* you're not restricted to one air force: besides flying the RAF's Hurricanes or Spitfires, you can strap into such Luftwaffe aircraft as the Me-109 and Me-110 fighters, as well as four German bombers. Each aircraft has its own unique cockpit display, flight characteristics, weapon payload and demands. On bombers you can assume control of any of the gun turrets, or be the bombardier.

TRAINING FLIGHT gets you into the game gently with missions such as fighting off a few drone Messerschmitts, or on the German side practising your low/high level bombing and fighter escort.

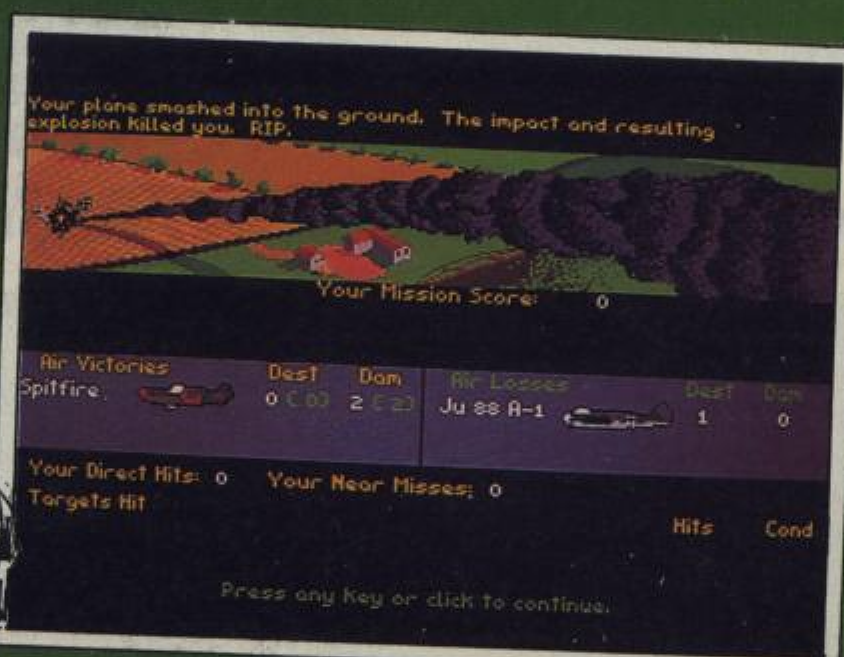
COMBAT FLIGHT offers a choice of eight historically authentic missions – now the baddies shoot back. A pilot roster can be kept on disk so successful pilots can be used as wingmen in future missions.

CUSTOM MISSION allows you to create your own conflicts, pitting a user-definable number of squadrons against one another over definable flight paths with definable targets for the Germans to bomb (including ship convoys out in the Channel). Missions can be saved to disk.



▲ The superb video feature allows you to freeze the action (even the bullets) and examine everything in minute detail.

PLAY CAMPAIGN lets you take command of either the RAF or the Luftwaffe and recreate/rewrite aerial history. For the Brits it's a small matter of defending the country from four times as many aerial forces, for the Germans all that's required



F-29 may be THE simulation for the latest in high-tech aerial hardware but *Their Finest Hour* is real seat-of-the-pants stuff and it's so much more enjoyable getting in close to blast the enemy. What I love about this game is the incredibly realistic sensation of very close-quarters dogfighting with masses of enemy planes, each aircraft having its own way of attacking and defending. What's more you've got a choice of eight aircraft to choose from.

As in *Battlehawks* the fractal graphics work a treat with planes belching smoke when hit, bits flying off and flames appearing as they spiral into the ground. With detailed cockpit displays, a beautifully presented manual and user-friendly option screens *Their Finest Hour* offers superb quality from the moment you boot up. And this is without me going on about the sheer depth of it all with campaigns and dozens of missions. Brilliant!



SIZZLER

is to pummel the RAF into the ground. Pilots stored on the Pilot Roster can be brought in and there's medals to be won.

Like the Custom Mission option Play Campaign allows you to create different formations for the planes and different aircraft roles and targets for the forthcoming mission. A campaign is exactly what it says, a very intensive series of conflicts which are definitely NOT for the faint-hearted (or the novice!).

At any time during the mission a replay camera can be switched on to record a set number of seconds of combat. The actual replay of the film is a pretty advanced form of VCR with the usual STOP/PLAY and FAST REWIND/FORWARD options along with the ability to move around the mission world viewing the battles from any angle including Chase Plane view, ground view and even a novel view from a bomb as it hurtles towards a target. Particularly impressive combat films can be saved to disk for posterity and shown to fellow pilots back at base via the REVIEW COMBAT FILM option.

Other features which are a significant improvement over *Battlehawks 1942* include a handy map facility for planning missions during the campaigns and general navigation when lost. On the map screen there's also a radio for locating the enemy.



If flying around in a flimsy wooden crate with no more protection than a heavy leather jacket appeals to you, you're crazy. *Their Finest Hour* perfectly conveys the bravery of the WWII pilots as they engaged in extremely close-quarters combat with heavy machine guns spewing out lead in all directions. The graphics are mediocre; close up they look like C64 UDGs. But there's plenty of detail to compensate, and they somehow suit the era creating a real newsreel feel. There's also a brilliant video option which even Steven Spielberg would envy.

Actual gameplay rewards persistence. Unlike *F-29* simply zooming off into the wide blue yonder doesn't provide that much fun. The appeal of this game is in it's realistic recreation of skies packed with aircraft, all fighting one another with plenty of your own aircraft about. Even more substantial is the massive tactical challenge.

I can't honestly say I was madly addicted to this, but the incredible amount of thought which went into the program is obvious. Over the long-term I'm sure it can beat *F-29* with its depth and flexibility, so it's thumbs up from me.

▼ On one-meg machines you get wing graphics for side view, and in the Stuka's case a crucial dive bombing gauge.



As usual, Biggles Robin has gone mad over another flight sim, and to anyone but an ardent flight sim fanatic the graphics will look very chunky and devoid of the stunning graphic quality of games like *F-29*. However, it only takes a few goes to realise that the game's packed with features and options to keep the flight sim crowd more than happy. It's a nice mixture of detailed, deep simulation and accessible aerial arcade action. It's not an *F-29* or *Falcon* for complexity, but that's a good thing as I didn't have to worry too much about plane handling when I was up to my neck in Huns and bullets flying all over the place! A pricey game but great value for money for flight sim nuts.



▼ Hurrah! A Heinkel 111 disintegrates in a hail of lead. Notice the instrument panel which is completely different for each aircraft, down to German text in Luftwaffe aircraft.



64

No plans for a C64 game.

update

PRESENTATION 93%
Brilliant 190-page manual, great menus and keyboard/joystick/mouse control options.

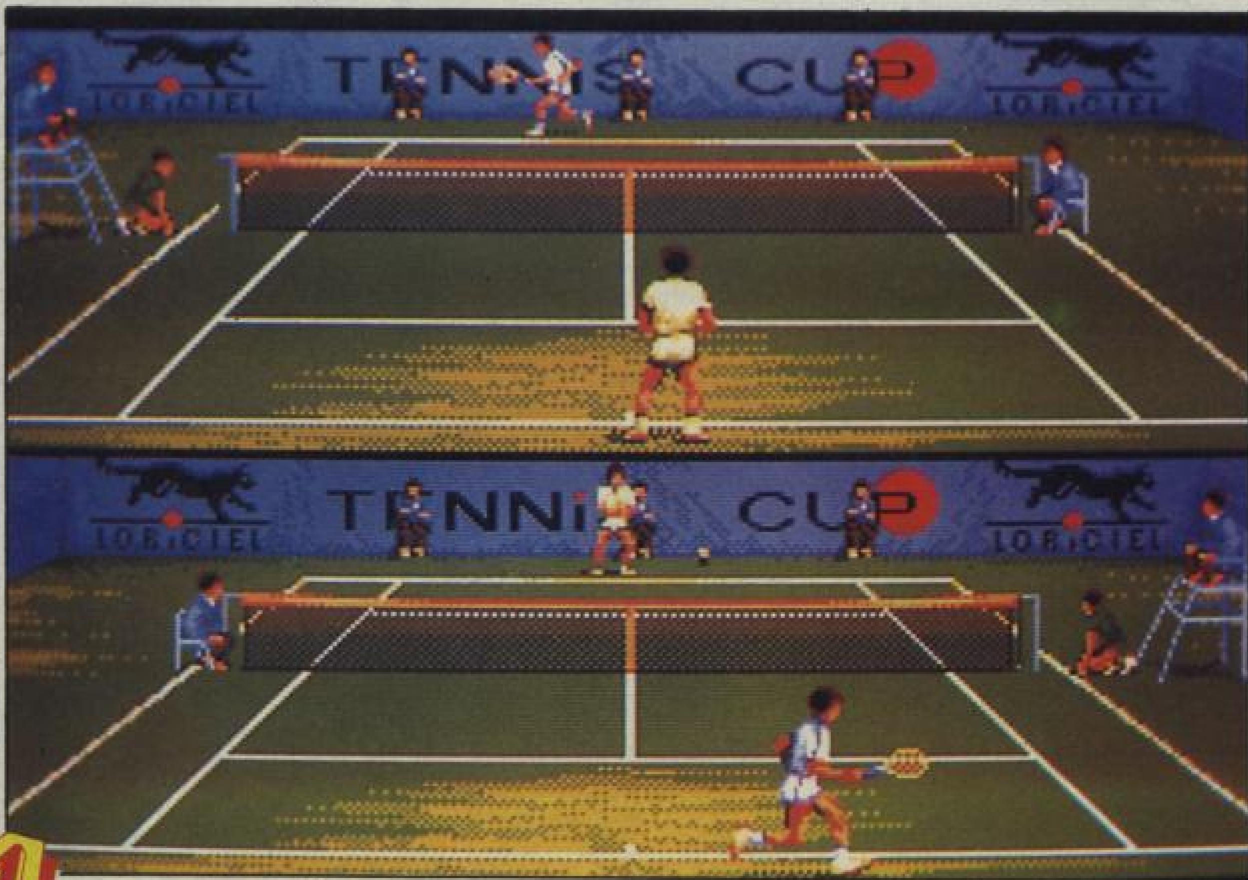
GRAPHICS 87%
Disappointing up close, but at a distance they work well with plenty of flexibility.

SOUND 00/78%
Authentic sounding engine, gunfire and ricochet FX – but only if you have a Megabyte of memory.

HOOKABILITY 89%
A good few hours is needed to get the hang of things but once up in the air the planes fly with remarkable simplicity.

LASTABILITY 95%
Could spend ages just training on the eight missions, and then there's combat and a full-blown campaign to keep you busy!

OVERALL 91%
A hugely complex well thought-out game which is nevertheless very easy to play.



▲ A particularly nice touch is how the line judges move their arms to,show if a shot is good.

TENNIS CUP

Loriciel, Amiga £24.99

Tennis has had more than its fair share of simulations, from Commodore's *International Tennis* to Ubi Soft's *Pro Tennis Tour* just last issue. The most common view is from one end of the court, a perspective which inevitably reduces the far court, making it harder to play from there in two-player games. Now Loriciel has come up with the answer – splitting the screen in two so each player has his own view of the action!

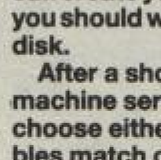
But there's plenty of other innovations as well. Each player – either human or one of 32 computer players – has six basic shots (from forehand to smash) of varying effectiveness. You start off with a skill rating of 50% for each shot each shot, with 30 credit percentage points to distribute as you see fit. You can also reduce one shot's efficiency to get points for a more important shot. These characteristics can be saved, and vary according to match performance. For forehand and backhand shots higher percentages mean the ball will be better placed. For harder shots such as smash, volley etc the percentage reflects your chances of success.

32 computer players, including Ivan from Czechoslovakia, Boris from West Germany, and Stefan from Sweden, all have set characteristics. However, you can create your own opponent if you should want and save him to disk.

After a short practice with a machine server, you might choose either a singles or doubles match on clay, grass, indoor, or hard court surfaces. Once familiar with the game, you can enter a tournament. All four Grand Slam events are here – Wimbledon, Flushing Meadow, Melbourne, and Roland Garros – and you start off in the last sixteen. The graphics change according to the event and surface, with a nice scene showing the players shake hands before the match. Even more impressive is the Davis Cup event, the international team game where you must compete in both singles and doubles. Before each match national anthems are played, and if you're doing badly you can 'Esc'ape onto the next match. Finally you can enter the Championship, which has all he tournaments and the Davis Cup.

▼ Playing doubles on clay at the French Open.





Loriciel have served up probably their best game to date. The contest for the top tennis sim is really close between this and Ubi Soft's *Pro Tennis Tour*, but for its innovative split-screen display *Tennis Cup* gets my vote. The shallower viewpoint does make things a bit more tricky, but then it's also more realistic – does Boris Becker view his matches from overhead?! At first, as in *Pro*, hitting the ball is difficult but once mastered you can get into some really long rallies. I also appreciated the doubles option although this can be frustrating when your colleague (did I mention the Scorelord?) thinks he can score a goal by hitting the ball into the net! What definitely gives it the edge over *Pro*, though, is the way you can improve chosen abilities to suit your playing style. In tennis terms, *Cup* is an ace.



This is without doubt the most comprehensive tennis game we've seen, including all the big tournaments, 32 opponents and good skill factors. The split-screen effect is such an obvious idea you wonder why no-one's done it before. But once you begin to play, hitting the ball is surprisingly tough – splitting the screen means each court is shown from a shallower angle. This makes it harder initially, although practice can cure that.

As with *Pro Tennis* there isn't a great difference between the various surfaces, and while *Cup* has a huge range of options the tennis itself doesn't quite beat the fun of *Pro*.

64

The only 8-bit version is for the Amstrad CPC – weird French people!

update

PRESENTATION 87%
Lots of options, including a great of variety of contests, simultaneous two-player mode, and 32 computer opponents.

GRAPHICS 87%
Impressive split-screen effect, with good animation and detail such as net judge holding up hand.

SOUND 80%
Authentic FX, with umpire calling out score on one megabyte machines, albeit mispronouncing 'love'.

HOOKABILITY 77%
Simple basic game, but opponents are tough and hitting the ball takes practice.

LASTABILITY 85%
Davis Cup, Tournaments, and Championships provide a massive challenge.

OVERALL 83%
A fun and comprehensive tennis sim.


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ISLAND-HOP
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SLIP ON YOUR MAGIC SHOES, PRACTISE THROWING A RAINBOW AND HEAD FOR
DOH'S ISLAND
ATTACK DOH AS HE HIMSELF SPRAYS YOU WITH AN ONSLAUGHT OF BULLETS YOU'D BETTER BE QUICK… THE
WATER'S RISING!
THERE MAY ONLY BE ONE WAY TO DEFEAT THE VICIOUS CREATURES ON
INSECT ISLAND
… FIND THE CUP OF DESTRUCTION… YOU'LL HAVE TO BE PRETTY SLICK WITH YOUR RAINBOWS SO AS TO OVERCOME THE BEES, LADYBIRDS, SPIDERS, CATERPILLARS AND YIKES!!… THE BEEHIVE!
OH NO!
NOW I WISH I'D STAYED WITH THE BEES! THEY'RE JUST BUZZING BABES COMPARED TO THESE TANKS, PLANES AND 'COPTERS ON
COMBAT ISLAND
YES, IT'S TIME TO BEAT THESE GUYS AT THEIR OWN GAME AND TAKE TO THE AIR… NOW WHERE'S MY BOX OF WINGS?
NEXT STOP –
MONSTER ISLAND
– WELL YOU CAN JUST FIND OUT FOR YOURSELVES WHEN GHOSTS, TROLLS, SKELETONS AND VAMPIRES INVITE YOU TO SUPPER… IT'S TIME TO HIT THE YELLOW BRICK ROAD!
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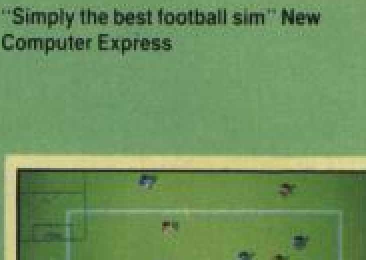
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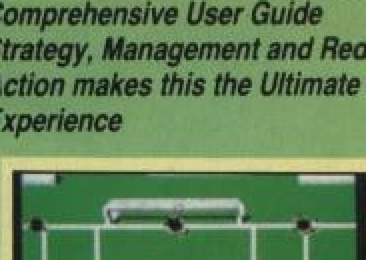
"The best ever football managerial game ever, in the history of the World" C & VG 9/10

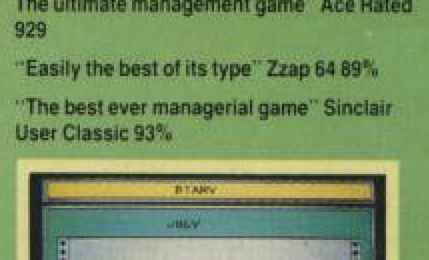
The ultimate management game" Ace Rated 929

"Easily the best of its type" Zzap 64 89%

"The best ever managerial game" Sinclair User Classic 93%







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